

GAMEOBOOTH



DAY 0

REGISTERATION

DAY 1

PRESENTATION DAY

DAY 2

PLAYOFF DAY

DAY 3

RESULT DAY





TIMING: 4 PM ONWARDS

DAY 1: EVENT BEGINS

Registered participants need to present their game.

They are required to show the overall functionality of the game, to be judged.

No console based game will be allowed in the event, students need to build up their whole game along with graphics.

Audience and judges seeing the games will vote for favourite games.

Top 12 voted team will qualify for the next round(day 3).

Day 2 FlowChart

1

Registered candidates need to gather at the venue with their gaming apps.

2

One by one they will be required to present their games.

3

Judges and audience will vote for their games

4

Teams will be selected upon the number of votes they get.

5

Top 12 voted games will get the chance to participate in day 3



Qualifiers



Total

Teams: 21



Qualifying

Teams: 12



PLANNING COMMITIE

APP DEVELOPERS

WEB DEVELOPERS

ML/MANAGERIAL



AUDIENCE

GAMERS

APP DEVELOPERS

GAME APP BUILDERS



DISCUSSION PANNEL

GDSC MEMBERS

Help Desk

VENUE PREPARATIONS:

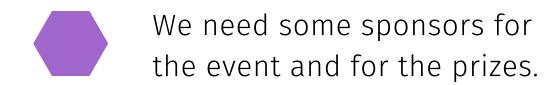
- We would require lab and screens for the event.
- we need to prebook the seminar hall and labs.



	DATE	VENUE	TIME
EVENT DAY 1	Dec 17	main seminar hall	4 PM ONWARDS
EVENT DAY 2	Dec 18	lab	STARTS 4 PM
EVENT DAY3	Dec 19	main seminar hall	PANNEL ROUND: 11 AM WINNERS ANNOUNCEMENT : 4PM ONWARS

BUDGET:

These are the following items we require for:



DLT Labs Technologies Pvt.
Ltd. They are enterprise for
technologies and
implementations of standards
for application of
development.



Social media

Instagram, what sapp



Emails



Personal interactions

Dsc members(one by one communication)



Posters, Pamplates, Holdings



We are looking forward for the event with you.

THANK YOU