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The Game Crafters: Unleash Creativity in Pixels and Play

EVENT DESCRIPTION: -

During such an event, participants might explore topics such as narrative design, level design, character development, game mechanics, and the use of emerging technologies like virtual reality (VR) and augmented reality (AR). Workshops, panel discussions, and hands-on activities could provide opportunities for attendees to learn and experiment with different design techniques.

- Event session of 9 hours duration divided into 2 phases(day-night).
- 3 hours with Phase-1 and a night event of 6 hours of Phase-2.
- Object Designing using blender software.
- Basic in unity Software (importing and exporting, Work Flow explanation)

TEAM SIZE: - Team must have a minimum size of 2 members
Maximum of 3 members.

PLAN OF ACTION: -

(day-shift)

- Phase 1: Planning to explain the basic software's and character designing, implementation of game

(night-shift)

- Phase 2: giving the raw inputs, importing designs and explaining the theme of the game.
- Count of 30 team registration (70 people approx.)
- We will be providing snacks and goodies like stickers.
- External participants count minimum of 10.

REQUIREMENTS -

- 1 lab (capacity of 60) with LAN availability.

COST-

| | | |
|------------------------------|---|-------------------|
| Overall Registrations amount | : | 30 × 400 = 12,000 |
| Cash Prize | : | 5000 |
| Evaluator | : | 2000 |