BROJAM

CHALLENGE:

Build a game from scratch in 24 hours, with the theme "Cyberpunk". Game needs to have the following:

- Basic story/ plot based on the **Cyberpunk** theme
- At least one main character
- Enemy characters
- Proper presentation
- Easily accessible by users

GRADING RUBRIC:

- **Gameplay**
    - How fun is the game to play?
    - How engaging is the game?
- **Theme**
    - To what degree did the game use the 'Cyberpunk' theme in it's design and storytelling?
- **Originality**
    - Is the game idea original or copied from tutorials/ videos etc?
    - Is the story idea original or copied from tutorials/ videos/ online articles/ and any other content made by others?
    - Are all the code original or copied from tutorials/ videos/ online articles, etc?
    - Is the UI/ UX design (such as title screen, context sensitive HUD elements, text layout and design, etc original or copied?
- **Visually engaging**
    - Is the art direction sophisticated and well planned out?

- **Color choice**
    - Is the choice of color palette used throughout the design consistent with the theme and making the content visually appealing?
- **Level of complexity**
    - What degree of complex or sophisticated features/ visual effects/ game mechanics/ npc behavior/ environment design are available in this game?