Free Fire Craftmate

Official Rules, Evaluation Criteria & Prize Distribution

Participants will be evaluated in three categories. Each category has a maximum score as shown below. Judges will score entries based on creativity, execution, and adherence to the task description. All participants must use assets from Free Fire only. Use of external assets will lead to disqualification.

1. Object Design — 30 Points

Task: Create a design featuring a **Cat with a Sprite bottle**. The Cat may or may not be holding the bottle.

Criteria	Points
Creativity and approach to the task	10
Effort and execution	10
Final design quality	10

2. Scripting — 40 Points

Task: Develop a **Prime Number Checker**. Both block-based and text/program code submissions are permitted.

Criteria	Points
Problem-solving approach	5
Functional implementation — code works correctly	25
Code efficiency & optimization	10

3. Environment Design — 30 Points

Task: Decorate either **Rim Nam Village** or **Sentosa** with the theme **Diwali**.

Criteria	Points
Creativity in decoration	10

Criteria	Points
Representation of the Diwali theme	10
Overall visual appeal & design	10

Total: 100 Points

Prize Distribution

Prizes will be awarded to the top three participants as follows:

1st Prize (Winner)

- In-game gifts worth **2000 Diamonds**
- **1000 Diamonds** delivered via in-game mail
- **₹159** transferred through UPI

2nd Prize

- In-game gifts worth **1000 Diamonds**
- **₹80** transferred through UPI

3rd Prize

- In-game gifts worth **500 Diamonds**
- **₹29** transferred through UPI

All prizes are non-transferable. Winners must confirm their selection within the specified timeframe after results are announced.

Judges' decisions are final and binding.   Prepared on: 30 September 2025