Blume Hackathon Problem Statement :

Vernacular India‡(Please refer to the glossary for definition) plays games socially to have fun. We believe the social and in-person experience is a critical part of making these games fun. We want to transform these experiences into their nearest online counterparts using video chat.

We want you to come up with implementations of fun social experiences/games for vernacular India‡ users leveraging video chat (you will need to use the Agora Video Chat / Agora Interactive Broadcast SDK) . The experience / game can be built on any stack(html/android/ios) but it needs to be playable and optimised for mobile. **The solutions will be checked on mobile for evaluation.**

Ideal team composition : 1-2 Frontend Engineers, 1-2 Backend Engineers

The solution will be evaluated from 2 aspects :Technical Implementation and the Game Experience. The participants are expected to go for a mix of the criteria (and not necessarily all) depending on their max point weights.

Technical Evaluation Criteria:

1. Login system to uniquely identify a user and fetch details of name / picture (10 points)
2. Matchmaking system to match 2 or more users to the same game. Multiple game sessions should be possible at the same time (10 points)
3. Non-hackable - so that the game can be monetised later (Ideas to drive this would be server authority on the game states) (15 points)
4. Level of polish in the product (10 points)
5. Can replay the game multiple times in a single app session. (5 points)
6. End conditions handling of the experience. Whether the end condition can be evaluated by the machine vs whether it requires a human moderator. End condition being evaluated by the machine gets a higher score (10 points)

Brownie Points on Technical Implementation Details:

1. Scalable design with thousands of simultaneous sessions being possible. (5 points)
2. Player can play across devices with a single id. (3 points)

Experience Evaluation Criteria:

1. Is Video critical for the experience to be complete ? More weightage points will be given on experiences where Video is more critical . (5 points)
2. Accessibility to 2 or more strangers . The easier the game is for strangers to get going with each other, the higher the score on this point . (15 points)
3. Relatable to vernacular India‡ - the experience should be relevant for our target users (5 points)
4. Low rampup time for vernacular India‡ - The less the explaining and the more self-explanatory , the higher the score. This goes hand in hand with the previous point.(5 points)
5. Desire to play again - a measurement of fun is how many times I would be willing to play it again. (15 points)
6. Degree of innovation involved. (5 points)

Brownie points on Experience Details :

1. If the solution is easily scalable across more users or from co-op to pvp (3 points)
2. If the solution has the scope to add variations to keep churning out more variety. (3 points)

Example experiences :

Relatable existing experiences but with caveats on game-end conditions : Dumbcharades , Antakshari

Not so relatable experiences but can be fun : Add a line to the story

Innovative experiences : Rock paper scissors

Glossary :

Vernacular India‡ : Indians living in T2 and above cities/towns/villages . Example : Lucknow , Aligarh , Shimoga etc. or vernacular speaking Indians living in T1 cities (local shopkeepers , watchmen etc.)