🍊 Orange Game Jam — Official Rulebook

<u>The Competition</u>
Given a theme at the start of the event, teams will have 10 hours to develop a video game or interactive experience.

Each team member is allowed to use their own individual laptop. Competitors may bring additional peripherals such as monitors, keyboards, mice, drawing tablets, headphones, or other accessories.

You may:
- Use AI tools to assist you
- Use free online assets
- Use the internet freely for research, documentation, or resources
- Use any platform to create the game

You may not:
- Use any prebuilt components, code, templates, systems, mechanics, or assets created before the competition
- Use previously developed projects in part or in full
- Collaborate with individuals outside your registered team

All work included in the final submission must be created within the 10-hour competition window. Violation of these rules may result in disqualification.

<u>Submissions</u>
All teams must submit their project by the end of the 10-hour window. Submissions will be made through DevPost. Platform specific requirements:

- Unity, Godot, Unreal, or any other game engine — the team must export the game as a WebGL build, upload to itch.io, and submit a link to the itch.io page
- Roblox, Scratch — the game must be published on the respective platform, and a direct link to the playable game must be submitted
- Other — all files must be uploaded to a public GitHub repository to which the link must be submitted. The repository must include a file named submission.txt containing clear instructions on how to run the game. Any required libraries, frameworks, or dependencies must be listed

Our volunteers will be available to assist with the submission process if needed.

Judging Criteria & Scoring

Participant entries will be evaluated using a 5-point scale on each of the following criteria:

- Functionality — Does the game run smoothly and as intended?
- Visual Design & Audio — How strong is the presentation of the game?
- Theme Integration — How well does your game incorporate the given theme?
- Enjoyment — How engaging and enjoyable is the experience?
- Creativity — How original is the concept and execution?

Teams will be ranked based on the total points scored across all categories. The quality of the code will not be judged—only the final product. Ties will be broken using an additional sixth category: polish. Polish refers to overall refinement, presentation quality, attention to detail, and user experience.

Prizes

The top three teams will receive prizes corresponding to their placements. Each member will receive an individual prize and medal.