



GDKR CLUB

GÉNESIS

RULEBOOK

REALITY CAN BE

WHATEVER WE WANT



RULE BOOK

Event Structure

- GENESIS 5 IS A TWO-TRACK INTER-COLLEGE GAME DEVELOPMENT HACKATHON.
- TRACKS:
 1. MAIN GAME JAM TRACK
 2. VR GAME JAM TRACK
- THE EVENT CONSISTS OF TWO ROUNDS.
- BOTH TRACKS FOLLOW THE SAME THEME AND RECEIVE THE SAME SURPRISE ELEMENT IN ROUND 2.

Eligibility

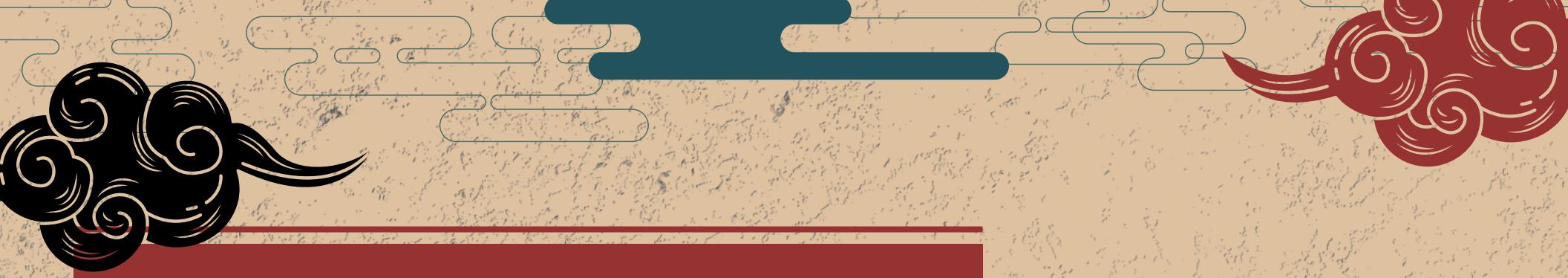
- TEAM SIZE: 1-4 MEMBERS.
- PARTICIPANTS MAY JOIN ONLY ONE TRACK — DUAL PARTICIPATION IS NOT ALLOWED.
- EACH PARTICIPANT CAN BELONG TO ONE TEAM ONLY.
- OPEN TO STUDENTS FROM ALL COLLEGES AND UNIVERSITIES.
- INTER-COLLEGE TEAMS ARE ALLOWED.
- TEAMS MUST REGISTER ON ITCH.IO AND UNSTOP; OTHERWISE, THEIR SUBMISSION WILL NOT BE COUNTED.

Round 1 – Online Phase

- **DATES: 10 JANUARY – 22 JANUARY 2026**
- **HOSTED ON ITCH.IO**
- **TEAMS MUST SUBMIT:**
 - A PLAYABLE GAME BUILD
 - A GAMEPLAY VIDEO
 - SCREENSHOTS**
 - SHORT DESCRIPTION + CONTROLS (VIA README.TXT)**
- **GAMES MUST FOLLOW THE GIVEN THEME.**

Round 2 – Offline Phase

- **DATES: 14 – 15 FEBRUARY 2026**
- **24-HOUR NONSTOP DEVELOPMENT**
- **SHORTLISTED TEAMS MUST BE PRESENT PHYSICALLY AT AIT PUNE.**
- **TEAMS MUST INTEGRATE THE SURPRISE ELEMENT ANNOUNCED AT THE VENUE.**
- **TEAMS MUST BRING THEIR OWN LAPTOPS/SYSTEMS.**



Main Game Jam Track

- 15 TEAMS SHORTLISTED FOR ROUND 2.
- ANY TYPE OF GAME CATEGORY IS ALLOWED.
- ANY GAME ENGINE MAY BE USED.
- SPONSOR PROBLEM-STATEMENT TEAMS ARE INCLUDED.

FINAL BUILDS MUST RUN ON WINDOWS 11.

VR Track

- 5 TEAMS SHORTLISTED FOR ROUND 2.
- ONLY VR-FOCUSED GAMES ARE PERMITTED.
- ONLY UNITY ENGINE IS ALLOWED.
- PROJECTS MAY USE XR INTERACTION TOOLKIT WITH URP.
- NO SUBMISSION FROM THIS TRACK CAN BE DUPLICATED IN THE MAIN TRACK AND VICE VERSA.
- JUDGING FOR VR IS HANDLED SEPARATELY.
- GAMES MUST SUPPORT META QUEST 2, OR BE PLAYABLE VIA WINDOWS VR SIMULATOR.
- TWO META QUEST 2 HEADSETS WILL BE PROVIDED.
 - TEAMS MUST SHARE AND EXCHANGE HEADSETS ACCORDING TO THE SCHEDULE.
 - DAMAGE OR MISUSE OF EQUIPMENT MAY LEAD TO PENALTIES.



General Rules

- PLAGIARISM OR DUPLICATION OF GAMES/ASSETS LEADS TO DISQUALIFICATION.
- COPYRIGHTED ASSETS OR FULL PREMADE SCENES ARE NOT PERMITTED.
- THE THEME AND SURPRISE ELEMENT MUST BE USED IN THE FINAL BUILD.
- ORGANIZERS' AND JUDGES' DECISIONS ARE FINAL.

Judging Criteria

JUDGING IS SEPARATE FOR BOTH TRACKS.

- COMMON CRITERIA
 - CREATIVITY
 - GAMEPLAY AND MECHANICS
 - TECHNICAL EXECUTION
 - THEME INTERPRETATION
 - INTEGRATION OF SURPRISE ELEMENT
- ADDITIONAL VR CRITERIA
 - IMMERSION
 - INTERACTION DESIGN
 - PLAYER COMFORT



Contact Requirement

- TEAMS MUST PROVIDE UPDATED CONTACT INFORMATION TO ALLOW REVIEWERS AND ORGANIZERS TO REACH THEM IF NEEDED.

SEE YOU AT THE ARENA