



GAMECRAFT

Team size max 5 members

GameCraft - Game Making Competition.

- **Welcome to GameCraft, where creativity meets code! This game-making competition is designed for engineering students to showcase their innovation, technical skills, and game development prowess. Unleash your creativity and bring your game ideas to life for a chance to win exciting prizes and recognition.**

Competition Overview:

- **GameCraft challenges teams of engineering students to design and develop a unique and creative game. Whether you're into 2D or 3D, mobile or desktop, the possibilities are endless. The key is to combine technical excellence with imaginative gameplay for an unforgettable gaming experience.**



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Rules:

- **Team Formation:** Teams can consist of up to 5 members. Form diverse teams that bring together skills in programming, design, and creativity.
- **Technology Stack:** Participants have the freedom to choose their preferred game development tools and programming languages. Be it Unity, Unreal Engine, or a custom-built engine—innovation is the key.
- **Originality:** Plagiarism is strictly prohibited. Your game should be an original creation, and all assets used must be properly attributed.
- **Submission Guidelines:** Each team must submit a playable demo of their game, along with documentation describing the game concept, development process, and any unique features. A short video demo is highly encouraged.
- **Gameplay Duration:** The game should have a minimum of 5 minutes of engaging gameplay.
- **Theme Adherence:** While there's no strict theme, extra points will be awarded for games that creatively incorporate one of the suggested themes (see below).

A vibrant, fantastical illustration of a forest. The scene is filled with large, gnarled trees and a dense canopy of leaves. Numerous glowing yellow and orange spheres, resembling fireflies or magical orbs, float throughout the air. In the lower-left corner, a waterfall cascades over rocks. The foreground is filled with various plants, including large, glowing mushrooms and clusters of small, colorful berries. The overall atmosphere is magical and ethereal.

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Suggested Themes:

- **Maze Runner:**
- Design a game where the player navigates through a maze, solving puzzles and avoiding obstacles.
- **Pixel Adventure:**
- Create a classic 2D pixel-art game with a simple storyline and challenges.
- **Endless Runner:**
- Develop a game where the player controls a character running endlessly, overcoming obstacles and collecting items.
- **Puzzle Mania:**
- Build a puzzle-solving game with different levels of difficulty and engaging mechanics.
- **Memory Match:**
- Design a memory game where players match pairs of images or patterns within a time limit.



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Suggested Themes:

- **Color Matcher:**
 - Create a game where players match colors or patterns in a fun and interactive way.
- **Platform Jumper:**
 - Develop a 2D platformer game where the player jumps across.
- **Quiz Quest:**
 - Build an educational game with quizzes on various subjects, encouraging learning through play.
- **Bubble Pop:**
 - Develop a game where players pop bubbles with different challenges and power-ups.



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Judging Criteria:

- **Creativity:** The uniqueness and originality of the game concept.
- **Gameplay:** The overall gaming experience, including user engagement, controls, and mechanics.
- **Technical Proficiency:** The quality of code, smoothness of operation, and effective use of chosen development tools.
- **Innovation:** Any unique features, mechanics, or storytelling elements that set the game apart.
- **Presentation:** The clarity and persuasiveness of the team's presentation during the judging session.
- **Embrace the challenge, push the boundaries, and let your creativity run wild in GameCraft! May the best game win!**