

LOWPREP



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# GAME-DEV CHALLENGE



# Domain: Game Design & Development

## Problem Statement:

Game Design must incorporate **at least 2-3** of the following themes:

1. Everything's breakable
2. Landing on things
3. MIsdirection
4. Symmetry
5. Puzzle

**Game should also have a scoring mechanism and a local leaderboard.**

## Resources & Guidelines:

- There are no restrictions on Game engine or Assets being used as long as there are no repercussions related to licensing etc.
- Game can be 2D or 3D.
- You're free to make a game from scratch using any tools of your choice, as long as they don't restrict the sharing or distribution of your published project.
- Final deliverable can be in any executable format, preferred is either an exe for win64 or apk for Android or even browser.
- The platform the game is built for should be secure, generally accessible, and should not require any payment, subscription, purchase of hardware or software, or any kind of additional collection of data for advertising or other purposes.
- You may build and upload the game on itch.io or GitHub for example, but don't upload it to a cloud service that requires users to have an account or subscription in order to download.
- Participants or Participating teams must also prepare a brief presentation or video to go along with the build of the game. This presentation should be an overview of the process that went into creating your game and the learnings from it. Try not to make it too technical, and instead discuss the goals you set for yourself and your experience in their pursuit.
- The presentation should not be too lengthy, i.e. less than 10 slides. In the case of a video, it should be under two minutes.
- The presentation and/or video **MUST** contain the names of the game and the team, and the link or instructions to access the build of the game from where you have uploaded it.

## Other Resources

- Game Engines such as Godot, Unity or Unreal Engine etc make the task of developing games much more straightforward and allow you to focus more on solving design problems.
- However, if you're up for making a game using your own libraries or SDKs, go for it!
- There are many resources available online for acquiring scripts, artwork, models or animations etc. OpenGameArt.org, freesound.org, and Poly Haven are excellent resources. Feel free to use any resources you like, just make sure that you have all the necessary rights to use them and distribute the content made with them.
- For creating artwork and 3D assets, there are plenty of options. For 2D you can use Krita, Gimp, Photoshop etc and for 3D you can use Blender, Maya, Cinema 4D etc.

## Judging

Submission Deadline: **15th December**

- Scoring will depend on originality of an idea, engaging gameplay and completeness of the app.

## Prizes:

The top 3 winners get Certificates from IGDC and an entry tickets to IGDC 2024.