

TECHFEST 2020-21

GAME BEGETTER

GAME SPECIFICATION

- Pick any Genre of choice.
- The game must showcase the following attributes -

Core Loop of Gameplay -

- The core loop of the gameplay is the fundamental part of the game, where the participant must focus the most.
- It should be designed to be flawless and stable, without any logical deadlocks.

Player Progression

- The difficulty of the game should increase as the game progresses.
- Same time the ability of the Player should also increase to deal with it by power-ups.
- Difficulty vs Ability should be balanced properly so the player should feel it challenging but too difficult to make progress.

Re-Play Ability

- This will be the most critical factor for how much one can play without getting bored.
- So the Increase in challenge and difficulty shouldn't demotivate the player, instead, the power-ups should engage the player to play the game more and more.
- End of the Day, the Player should feel like playing it all day.

TECHNOLOGY

Client Heavy

- Most of the gaming logic should in-built with the client running on the Device,

For Single Player

- Unity is Preferred [But no restriction if any other Game Engine is used.]

For Multiplayer

- Unity (Client-Side Development)
- Photon (for Server Side Development)

Version Control

- Use git strictly.
- A project's element should be there in a single git repository.

- Private repositories will be availed by Moonfrog Labs to all registered teams.

Platform

- The Playable Build should run on all Android smartphones.

Build Sharing

- The final android build should be shared in APK format, not the Source Code.

- To share the build Moonfrog will assist with a File sharing service,
(Guidelines and credentials will be shared post team registration)

Bonus Points For

1. Learning easily without a Game Tutorial.
2. Intuitive and Responsive game controls.

TIMELINE

15th December 2020	The abstract- Basic idea of the game, features, controls, etc.
31st December 2020	Final Submission

GENERAL RULES

1. Every team has to register online on our website for the competition. A Team ID will be allocated to the team on registration which shall be used for future references.
2. A team can register at any point in time before 15th December 2020 and submit the final abstract and video (as mentioned in the structure).
3. The decision of the organizers or judges shall be treated as final and binding on all. Techfest has all the rights to verify the identity and accuracy of the details provided by the participants.
4. No responsibility will be held by Techfest, IIT Bombay for any late, lost or misdirected entries.
5. The idea presented by the teams should be original (not protected by means of patent/copyright/technical publication by anyone else).
6. Note that at any point in time the latest information will be that which is on the website. However, registered participants will be informed through mail about any changes on the website.
7. All modes of official communication will be through the Techfest e-mail.

CERTIFICATE POLICY

Only those teams that are shortlisted for the finals and also give a final presentation about their work during Techfest 2020-21 would be awarded an e-Certificate of Participation. The top 5 entries from this event would be provided with a Certificate of Excellence.

PRIZES

The prize money will be awarded to the top 3 winners via NEFT and will be processed within 30 working days after receiving the prize money from sponsors. Winners have to mail the following information (immediately after the announcement of results) to shubhamgautam@techfest.org

FORMAT OF MAIL :

Subject: Game Begetter, Team_ID - Position - (example- Game Begetter, GB191003 - 3 rd Position)

Body of mail:

Account Holder's Name

Account Number

Bank name and Branch name.

IFSC Code

Photograph of Bank Passbook as a proof