

Plan Document for Game Development Competition

24 GAME JAM

Industrial Liaison Cell,
Computer Science Department
COMSATS University Islamabad

Objective

CU is organizing an inter campus 24-hour Game Development competition titled 24 Game Jam. The competition will be held with cooperation of International Game Developers Association (IGDA), an international non-profit association dedicated to empowering game developers in achieving fulfilling and sustainable careers. Video game industry is one of the fastest growing industry and is estimated to hit \$180 Billion in 2021. IGDA organizes events all over the world around gaming industry and is on the front of collaboration among game development community.

A Game jam is an excellent way for game development enthusiast to hone their skills and learn from their peers. The restrictions like time and theme motivates students to think creatively and develop small but innovative and experimental games, this is a great practice ground not only their technical skills but also an exercise in their artistic talents. More importantly events like these establish game development as a legitimate domain that our students could build a career in. This competition can prove to be a test bed for creation of a possible Annual All Pakistan Game Jam held at CUI.

Date and Timings

Phase 1 for intra-campus competition:

Date: 3rd April, 2019

Time: 9:00AM to 9:00 PM

Phase 2 for inter-campus competition:

The competition will be held on 11th and 12th of April 2019.

Opening Ceremony: 9:00 AM 11th April

Closing Ceremony: 11:30 PM 29th April

Partner

IGDA (The International Game Developers Association, Islamabad)

Judges

IGDA will provide 3 Judges for main event as well as separate judges for intra-campus competition.

Two Phases Participation Guideline:

There will be two phase game development process.

Phase 1: Intra-campus Competition:

There will be one intra- campus competition. Each campus will register teams (Maximum of three members in each team). All registered team will compete internally on 3rd of April 2019 in their respective campuses.

Rules:

- The theme will be announced centrally for all campuses on the day.
- Student will be given 12 hours to submit the game.
- It will be evaluated by IGDA centrally and will shortlist maximum three teams from each campus.

Phase 2: Intercampus Competition:

Top three teams of first phase from each campus will participate and sent to Islamabad for competition.

Rules

1. Work alone or in a team of upto 3 students.
2. Create a game in 24 hours. Students are not allowed to use any work done outside the game jam.
3. A theme will be announced at start of the jam and your submission must be relevant to the theme.
4. Participants are not restricted to any particular game engine. Use any tools or libraries you legally own.
5. Student must submit an executable and source code before the announced deadline to be entertained.
6. Submissions will be judged on their completeness, innovation and quality; pertaining to relevance to the theme, gameplay, visuals and sound design.