

# Fall 2024 Hackathon/Game Jam

## About

SCiL is hosting a game jam/hackathon for members of the university where small teams will build a prototype augmented reality or virtual reality game. The goal is to generate ideas for a possible SCiL produced game that will be published on various online stores, such as Steam and Meta. Video game development experience is not required to participate in the weekend-long jam, and students from all disciplines are encouraged to participate. The SCiL lab, motion capture lab, audio production booth, equipment and resources will be available. Following the event, a closing ceremony will give teams an opportunity to experience each other's work.

### What is a hackathon?

A hackathon is **an event, typically lasting several days, where people come together to collaborate in order to solve a problem or identify new opportunities**. The word hackathon is a combination of “hack” and “marathon,” i.e., a marathon for hackers.

### What is a game jam?

A game jam is an event where participants try to make a video game from scratch. Depending on the format, participants might work independently, or in teams. The event duration usually ranges from 24 to 72 hours.

## Resources

[Global Game Jam Resources](#) (tools, assets, procedures, etc.)

# Rules

- Your submission must include a Game Design Document.
- No AI-Generated Content.
- You can only use assets you have the commercial license for. Some asset packs only allow non-commercial use. Make sure you know the licensing limits for anything you use.
- Pay close attention to data telemetry. The game may not intentionally be using data telemetry, but a package/plugin you have installed could. There is no rule in this event against this, but something that needs to be communicated.

# Submission

## Game Design Document

- This is a planning document that details what your game will be.
- This is a required part of your submission and a best practice so don't forget it!
- Make sure to include it into the downloadable files with your submission!

## Prototype

- This is a very limited working copy of your game.
- Focus on playability over anything else.
- If it doesn't run, it won't win.

# Voting Criteria

The judging team will vote on four major categories for each entry in the Jam. As games are subjective media these categories are guidelines for judges to follow when exploring your game. Don't worry about tricking the judges into liking your game. Use these criteria as loose guidelines to make the best game possible. Don't overthink it.

## Playability

- Were systems in your game clunky or polished?

- Was the game tripping over itself when the judges tried to play it?
- Focus on playability and make sure your build works.
- This is the most important category and counts for a lot.

## Theme Implementation

- Did your game follow the theme?
- Was the theme entirely ignored?
- Did you implement the theme in a clever and interesting way?

## Cleverness

- Did you have an ingenious mechanic in your game?
- Maybe you told a story with a very interesting or unique twist.
- The more clever you are the more likely you are to win.

## Artistic Style

- Everyone has a style that they like or enjoy.
- Style is not bound only to Triple A assets from major studios.
- Pixel Art, Midi Songs, Foley work and more all ooze with artistic style.
- Just make something YOU think works and run with it.

## Judges Choice

- Every judge is different and games are subjectively valuable.
- Each judge is free to vote how they wish and they may find gems that are special to them.
- This category is for each judges favorite games to add extra weight to them.

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