THE GAMING SAGA

CODE YOUR OWN BATTLEGROUND

WORKSHOP
+
COMPETITION

EVENT DESCRIPTION

Be Creative & Put Your Ideas Into Motion.

Where participating team has to develop a game that has good features, quality, uniqueness and runs smoothly. Where challenge is to be the best.

ROUND 1

- It is a time and quality based round.

- In this round topic will be chosen by the team using lottery system.

- Number of teams will be divided into various sections that is each section will contain more than one team.

- All the teams have to make their own game on the respective topic given to their section.

ROUND 2

- 2nd round will a confidential round.

- From the previous round from each section there will be few teams selected for round 2.

- Here in this round all the qualified teams will be given a same problem statement.

- They have to make a game on the given problem statement.

- Then their work will be judged on the basis of their innovation , creativity and how smooth it runs.

General Rules of the Event

- Participants must bring their own laptops or each team should have at least 1 laptop for the workshop as well as for the competition.
- There must be at most 1 and 4 members in a team.
- The teams are not allowed to copy from other applications or else they will be directly disqualified.
- One team should not communicate with other teams during the competition or they will be directly disqualified.
- The game should be developed within the time limit or else it won't be considered.
- Teams should not use any other unfair means like coping the ideas of the other teams and copying from internet otherwise they will be disqualified.
- Mobile phones are strictly not allowed during the rounds.
- Judges decision will be final
- Rules may subject to change

WORKSHOP DETAILS

Workshop Agency : ENTRENCH ELECTRONICS

Content of the workshop:

Day 1 :

Session 1

- Download and install unity.
- Use the unity project interface.
- Open and close unity projects and scene.
- Manipulating the scene.
- Understand object control panel.

Day 2:

Session 1

- Adding 2d and 3d game objects.
- Using lightings ,working with cameras.
- Object colors and materials
- Introduction to Roll-A-Ball.

Day 3 :

Session 1

- Setting up the game.
- Moving the player.
- Moving the camera.

Session 2:

- Setting up the play area.
- Collecting, scoring and building the game.

Requirements:

- Have a windows computer, or MAC.
- A good projector and MIC.
- High speed internet.

Registration Details

WORKSHOP
REGISTRATION CHARGES

Rs.850/- (per person)

DIRECT EVENT
REGISTRATION CHARGES

Rs.600 (per team)

CONTACT DETAILS:

EVENT CORDINATOR:

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EVENT CO-CORDINATOR:

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