



**INTER IIT
TECH MEET 13.0**

*LOW
PREP*



**GAME DESIGN &
DEVELOPMENT**

Problem Statement Theme

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

1. Hidden Networks
2. Autonomous Worlds
3. Algorithmic Campuses
4. Digital Archeology
5. Evolving Landscapes

Resources and 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.

Other Resources

- GameEngines 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, Cinema4D etc.

Judging

- Scoring will depend on originality of an idea, engaging gameplay and completeness of the app.
- Team must also prepare a brief presentation and video (~ two minutes) 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.

Prizes

- The winners get Winner Certificates from IGDC and entry tickets to IGDC 2025.
- Internship* opportunities with leading game studios in the country.

*Internship is at the discretion of the companies. Candidates will be interviewed by the company before confirming internship.