

Game Jam Rules and Regulations

General Participation Rules

- **Team Size:** Teams can have **2–4 members**, or participants may work solo if they prefer.
- **Participant Age Range:** Middle School to High School
- **Collaboration:** Team members should work together respectfully, sharing ideas and tasks.
- **Inclusivity:** All participants are welcome regardless of skill level—beginners are encouraged to join!

Theme and Game Requirements

- **Follow the Theme:** Games must align with the announced theme. Creative interpretations are encouraged.
- **Start Fresh:** All games must be created during Game Jam specified design dates. Pre-existing games are not allowed.
- **Keep It Family-Friendly:** Games must be suitable for all ages. Avoid violent, scary, or inappropriate content.
- **Playable Game:** Submissions must be functional and playable, even if incomplete.

Tools and Assets

- **Allowed Tools:** Use any approved platforms or tools, such as Scratch, Roblox Studio, Unity, or Godot.
- **Pre-Made Assets:**
 - Teams may use up to **5 pre-made assets** (art, sound, etc.), as long as they are credited.
 - Examples of pre-approved sources: OpenGameArt.org, Kenney.nl, or Scratch libraries.
- **Original Assets:**
 - Teams are encouraged to create at least **one custom asset** (e.g., a character or background).
 - Original creations will be celebrated during judging.

- **Credits Required:** All pre-made assets must be credited in the game or in a submission document.

Mid-Event Check In

- Participants are required to submit a mid-event check-in session on Wednesday February 28th to present their progress and confirm adherence to the game jam's rules and regulations, including theme alignment and proper asset usage.
- Note this mid-event check-in will not be judged or scored; If adherence to the Game Jam guidelines are not met, recommended changes will be provided.

Submission Rules

- **Deadline:** All games must be submitted by the announced deadline. Late submissions may not be eligible for judging.
- **Submission Format:** Games must be submitted in the specified format (e.g., Scratch project link, playable .exe file, or shared web link).
- **Include Credits:** Games must include a simple credits section listing tools, pre-made assets, and team members.

Judging Criteria

Judges will evaluate games based on the following:

1. **Creativity (30%):** Unique ideas and imaginative interpretation of the theme.
2. **Theme Fit (20%):** How well the game aligns with the given theme.
3. **Gameplay (25%):** How fun, engaging, and functional the game is.
4. **Visuals & Sound (15%):** The quality and creativity of the art and audio.
5. **Effort & Teamwork (10%):** Evidence of collaboration and effort.

Behavior and Conduct

- **Respect Others:** Treat teammates and other participants with kindness and respect.
- **Stay on Task:** Teams should focus on their own games and avoid distractions.

- **Ask for Help:** Mentors and organizers are available to assist with technical or creative challenges.
- **No Cheating:** Games must be created during the event, and all assets must be properly credited.

Awards and Recognition

- **Main Awards:** (One Specific Title)
 - Best Overall Game
 - Most Creative Game
 - Best Use of Theme
- **Special Recognitions** (Optional):
 - Funniest Game
 - Best Teamwork
 - Coolest Art
 - Most Unique Mechanic
- **Participation Certificates:** All participants will receive recognition for their effort.

Event Logistics

- **Breaks:** Regular breaks will be included in the schedule to ensure participants stay refreshed.
- **Safety Rules:** For online events, avoid sharing personal information or unverified files.
- **Backup Work:** Save progress frequently to prevent data loss.

Optional Additions

- **Submission Checklist:** Provide a list of what to include (e.g., game file, credits, instructions).
- **Presentation (Optional):** Teams may present or demo their games during the wrap-up session.
- **Online Submission (If Virtual):** Provide clear instructions for uploading games (e.g., via email or shared folder).