

# Pravega 2025 Game Jam

## Rules

Three Rounds.

Hosted on itch.io

Themes: (revealed at the start of October)

1. Science education
2. Retro Games
3. Pravega theme (??)
4. Stakeholder Category(??)

Platforms: Windows (Application/Web app)

Teams participate in groups of 1-3.

## Round 1

Round 1 lasts the entire month of October.

Judging Metrics for Round 1:

1. Creativity
2. Game Design
3. Art Style. Consistency
4. Overall quality

Select top 20 teams from round 1 for Round 2

## Round 2

Round 2 is an online presentation round. Happens first two weeks of November

Judging Metrics for Round 2:

1. Roadmap. Where are they and where do they want to go with the game if selected for the third round.

Select top 9-10 teams for onsite round 3

# Round 3

One day of Pravega (February)

Judging Metrics for Round 3:

1. Music
2. Story (if applicable)
3. UI/UX Design
4. Previous Metrics for Round 1 also Applicable.

We can host the 9 games in some area with projectors(?) or just normal laptops throughout a day or some set amount of time so that visitors can also get a chance to play the games. We can also have a prize for “People’s favourite” where people register before entering the area and vote. If we have an area like this, can also set up stall for sponsors. At the very least, we need 2-3 multiplugs for the 9 laptops.

Prizes: To be decided based on funding ? This is possibly the only thing we need funding for.

## Stakeholders

Ubisoft India (Multiple locations)

Nodding Heads Games (Pune)

Juego Studios (Bangalore)