

# The CPT's 24-hour Game Jam: **Rules**

- Teams must have between 2 and 4 players
- Submissions must be "safe for work" (Rated E-M)
- If you need to leave the building, **PLEASE** sign out first.
  - If you need to walk outside at night, we would be happy to provide a safety escort; or you may request one from Campus Police by calling **216-687-2020**
- Only original projects will be accepted
  - Existing assets and tutorials may be used, but your final game must represent a significant creative transformation of those materials
  - ChatGPT and similar tools are permitted, but their outputs must be creatively transformed
  - All assets and tutorials must be legally obtained / accessed
  - All assets must be credited in your final presentation
  - All tutorials, AI conversations, and external project from which your game includes more than 100 lines of code must be credited in your final presentation
    - AI conversations can be credited simply by providing a sharing link for that conversation
  - Failure to cite external assets or code sources will result in disqualification!
- Unless they have made prior arrangements with the CPT Coordinator (Simon Richard), competitors in the main competition must participate in-person for the entire event to be eligible to win
- If you'd like to take a break by playing a game (video or otherwise) or by doing any other potentially distracting activity, please limit it to WH 222 so that other teams can concentrate.
- All Game Jam projects must be submitted by the deadline
  - Submissions should be placed in the provided Google Drive folder (we will share the folder sometime on Saturday)
  - Submissions must include...
    - Game code (.zip folder is preferred)
    - A game executable (for the live demo)
    - Your presentation
- To be eligible for the main prizes, teams must give a short presentation on their work
  - Presentations will have a strict time limit (determined by available time and number of presenting teams)
  - Presentations should include...
    - Your core idea (in relation to the chosen theme)
    - Implementation / stack
    - Live demo (should include sound, since that is a rubric category)
    - Development experience
  - Every team member should participate in the presentation (unless you get an exception from the coordinator)
- Because of our current setup in WH 222, judges will not have the ability to adequately experience VR games. For this reason (and because VR is generally more difficult to set up), we strongly recommend choosing another platform.

## **Things that can result in disqualification:**

- Failure to cite external assets or code sources (tutorials, other projects, etc.)
- Working on your game past the 5:00 pm deadline
- No presentation
- Explicit content (anything rated other than E-M)

**(con't on other side)**

Category	0	2	4	6	8	10
Gameplay	Game mechanics are broken or non-existent, making it unplayable.	Basic game mechanics are present but lack depth or refinement.	Gameplay is enjoyable and functional but may lack innovation or complexity.	Mechanics are well-executed, providing an immersive and enjoyable experience.	Game mechanics are innovative, enhancing the overall experience and setting it apart.	Mechanics are polished, balanced, and contribute significantly to the overall enjoyment and immersion of the game.
Sound	Sound effects or music are absent or disrupt gameplay	Game has very minimal sound which fails to enhance the game's atmosphere or engagement	Sounds are present but lack variety and do not fit with the theme	Sound design enhances the game's atmosphere and contributes to immersion	Game has music and sound effects which are well-integrated, enhancing immersion and the theme	Sound elements are expertly crafted, enhancing every aspect of the game and theme
Graphics	Graphics are either absent or distractingly low-quality, hindering gameplay.	Basic visuals are present but lack detail or coherence.	Graphics are serviceable but may lack polish or consistency.	Graphics are appealing and enhance the game's aesthetic but may lack complexity.	Visuals are detailed, cohesive, and contribute significantly to the game's atmosphere.	Visuals are of the highest quality, immersing the player and enhancing the overall experience.
Originality	Game lacks originality, heavily borrowing from existing concepts without innovation.	The game's concept is unoriginal, offering little to differentiate it from existing titles.	The game introduces some original ideas but relies heavily on familiar concepts.	The game offers a fresh take on familiar genres or introduces novel gameplay mechanics.	The game presents unique and creative ideas, setting it apart from others in its genre.	The game introduces revolutionary ideas or concepts, pushing the boundaries of game design.
Completeness	Game is unfinished or riddled with bugs, making it unplayable.	Game has significant bugs or lacks essential features, impacting the overall experience.	Game is playable but lacks polish or may have minor bugs.	Game is polished and mostly bug-free, offering a complete gameplay experience.	Game is polished and thoroughly tested, providing a seamless experience.	Game is flawlessly executed, with no bugs or issues detracting from the experience.
Presentation	Scores 0-2 on:	Each team member must participate (unless you talk with the coordinator first)	The presentation does not go over time limit	The presentation includes the required categories (see rules)	The team is ready to present when called	The team speaks clearly and concisely, with appropriate volume