

Terms & Guidelines for Broken Console: The Game Jam

General Guidelines:

Authority & Control:

All participants are subject to the complete authority of Broken Console and its organizing committee.

Any decision taken by the organizers will be final and binding.

Intellectual Property (IP):

All games, assets, and code submitted during the Game Jam will remain the sole intellectual property of the developers.

Broken Console reserves the right to showcase or publish the submitted work for promotional or educational purposes.

Developers retain full creative and commercial rights and do not require any approval from Broken Console for any kind of usage of their own work.

Judges' Decisions:

The evaluation criteria and scoring methods will be predetermined and communicated before the event.

The decision of the judges will be final and irrevocable. No appeals, objections, or complaints will be entertained post-decision.

Selection Process:**Participant Selection:**

Selection of participants is entirely at the discretion of the organizers.

No queries or grievances regarding selection will be entertained.

The organizers are not obligated to provide reasons for acceptance or rejection.

Team Composition:

Teams should consist of 3 to 5 members.

Solo participation is strictly prohibited.

Any changes to the team composition post-selection require prior approval from the organizers.

Game Development Guidelines:**Theme Adherence:**

All games must adhere to the assigned theme, which will be disclosed at the start of the Game Jam.

Any deviation from the theme will result in disqualification.

Originality & Authenticity:

All games must be original creations.

Usage of pre-made assets is allowed, but appropriate credits must be provided.

Any form of plagiarism or copyright violation will result in immediate disqualification.

Permitted Tools and Engines:

Game Engines: Participants may use game engines such as Godot, Unity, Unreal Engine, or any other platform of their choice.

If participants wish to develop games using their own libraries or SDKs, they are welcome to do so.

Asset & Resource Usage: Participants can use online resources such as [OpenGameArt.org](https://opengameart.org/), freesound.org, and [Poly](https://poly.com/) to acquire scripts, artwork, models, and animations.

Ensure that you have the necessary rights to use and distribute any external resources.

Art & Asset Creation:

For creating 2D artwork, participants may use tools like Krita, Gimp, or Photoshop.

For 3D models, Blender, Maya, and Cinema4D are recommended.

Any generated assets must be properly attributed if applicable.

Submission Protocols:**Submission Deadline:**

All games must be submitted within the 26-hour timeframe.

Late submissions will not be considered for evaluation.

Submission Format:

Games should be submitted in a playable format (.exe, .apk, web build, etc.).

A brief Game Design Document (GDD) must accompany the submission, including details of game mechanics, story, and technologies used.

Backup Submissions:

It is the responsibility of participants to ensure backups of their work.

Organizers will not be liable for any data loss during the event.

Code of Conduct:**Professional Behaviour:**

Participants are expected to maintain decorum and professionalism throughout the event.

Any form of harassment, abuse, or misconduct will result in immediate disqualification and possible banning from future events.

Respect for Organizers & Judges:

Any form of argument, disrespect, or questioning of the organizers or judges will lead to direct disqualification.

No External Assistance:

Seeking assistance from external sources, mentors, or online communities during the Game Jam is strictly prohibited.

Collaboration must be limited to registered team members only.

Disqualification Grounds:**Violation of Rules:**

Any breach of the terms and conditions will result in immediate disqualification.

Incomplete Submission:

Failure to submit a functional game or incomplete submissions will not be evaluated.

Unauthorized Communication:

Unauthorized communication or attempts to influence judges will lead to disqualification.

Gameplay & Presentation Guidelines:**Game Demo & Presentation:**

Teams will be required to present their game to the judges post-submission.

The presentation should cover game mechanics, design principles, and creative processes.

Playability & Stability:

Submitted games should be free from critical bugs or crashes.

Games that fail to run properly will not be considered for evaluation.

Judging & Evaluation:**Judging Criteria:**

Originality: Uniqueness of the game concept and idea.

Engaging Gameplay: Quality of the player experience and mechanics.

Completeness: Overall functionality, polish, and playability of the game.

Scoring System:

Scoring will be done by industry experts and experienced game developers appointed by GDAI and IGDC.

The highest-scoring teams will advance to the final selection.

Prizes & Recognition:

Top 3 Winners:

The top 3 teams will receive certificates from GDAI and exclusive entry tickets to IGDC 2025.

Additional prizes may be announced during the closing ceremony.

Distribution of Prizes:

Prizes will be awarded post-event.

Any discrepancies regarding prize distribution must be reported within 24 hours after the announcement.

Legal Compliance & Liability:**Liability Disclaimer:**

Broken Console and its affiliates will not be liable for any damages, loss of data, or personal injury sustained during the event.

Compliance with Laws:

Participants are expected to comply with applicable local, national, and international laws during the event.

Additional Provisions:**Problem Statement:**

The problem statement will be revealed by the organizers at the start of the Game Jam.

Participants must adhere strictly to the assigned problem statement.

Media Usage:

Broken Console reserves the right to record, photograph, and share event highlights on social media and other platforms.

By participating, you consent to the use of your likeness for promotional purposes.

Modification of Rules:

Organizers reserve the right to modify or add to these terms and conditions at any point without prior notice.

Any changes will be communicated to participants as needed.

Prerequisite:**Compulsory Affiliation Clause:**

Compliance with Broken Console's membership prerequisite is imperative for eligibility.

Non-adherence by any individual within a team shall render the collective candidature null and void, culminating in the disqualification of the entire team.

Acknowledgement:**Agreement to Terms:**

By participating in the Game Jam, participants agree to abide by all terms and conditions stated above.

Non-compliance with any of the terms may lead to immediate expulsion from the event.