STEPCONE-2024
STANDARD OPERATING PROCEDURE

EVENT NAME: The Game Crafters: Unleash Creativity in Pixels and Play

DEPARTMENT NAME: IT

EVENT TYPE : Technical Event

EVENT DESCRIPTION:

In this event, participants might explore topics such as narrative design, level design, character development, game mechanics, and the use of emerging technologies like virtual reality (VR) and augmented reality (AR). Workshops, panel discussions, and hands-on activities could provide opportunities for attendees to learn and experiment with different design techniques.

EVENT GUIDELINES:

- Event session of 9 hours duration divided into 2 phases(day-night).
- 3 hours with Phase-1 and a night event of 6 hours of Phase-2.
- Object Designing using blender software.
- Basic in unity Software (importing and exporting, Work Flow explanation)

Team Size/No of Participants: Team must have a minimum size of 2 members Maximum of 3 members.

PLAN OF ACTION: - MORNING SESSION

- Phase 1: Planning to explain the basic software's and character designing, implementation of game.
- Phase 2: giving the raw inputs, importing designs, and explaining the theme of the game.

Judging Criteria:

1) Innovation and Creativity
2) Functionality
3) User Experience

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