



INTER IIT
TECH MEET 14.0

LOW PREP



GAME
CONNECT

an initiative
by



3 LEVEL PLATFORMER
GAME



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You may choose any sub-genre of platformer:

1. Puzzle platformer
2. Action platformer
3. Narrative-driven platformer
4. Speedrun-focused platformer
5. Exploration-based platformer

Your levels should demonstrate:

1. Thoughtful difficulty curve
2. Progressive mechanic introduction
3. Good level readability and player guidance

The theme “3 Level Platformer” must be incorporated into the structure, mechanics, and progression (not merely in appearance).

GUIDELINES

1. No engine or asset restrictions, except licensing compliance.
2. You may make the game in 2D or 3D.
3. Tools must not restrict sharing or distribution.
4. The platform must not require payment/subscription or special hardware.
5. Engines like Godot/Unity/Unreal recommended; custom frameworks allowed.
6. Allowed asset sources: OpenGameArt.org, freesound.org, Poly Haven.
7. For creation of custom assets, use tools such as Krita, Photoshop, Blender, Maya, Cinema4D.

About Us

GDAI's initiative Game Connect is a transformative initiative to nurture and elevate talent in India's game development industry. With the sector on the brink of explosive growth, a strong talent pipeline is crucial.

Exclusively for Indian colleges, Game Connect empowers students to run their own game jams, with GDAI providing problem statements, industry jury, and rewards. Participants gain mentorship, hands-on training, networking opportunities, and direct access to jobs and internships, fueling the future of India's gaming industry.

This initiative is also a part of the pre-event activities that will help identify and mentor individuals and teams to be a part of the GDAI incubator that will be launched across different Colleges and institutions.

Problem Statement Description

Your task is to design and build a 3 Level Platformer Game

The game must include:

1. Exactly three distinct levels, each designed intentionally
2. Clear level progression, increasing challenge or complexity
3. Platformer-specific mechanics such as:
 - a. Jumping / double jumping
 - b. Obstacles and traps
 - c. Enemies or hazards
 - d. Collectibles
 - e. Physics-based interactions
4. A unified visual and gameplay theme across all levels
5. A meaningful win condition or end state after completing level 3



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DELIVERABLES

1. Final deliverable can be in any executable format, preferred is either an exe for win64 or apk for Android or even browser.
2. Presentation (less than 10 slides) + 2-minute Video, covering:
 - a. Level design workflow
 - b. Playtesting iterations
 - c. Insights and learnings
 - d. Creative choices and rationale

JUDGING CRITERIA

1. Judging will be based on:
 - a. Creativity in platformer design
 - b. Quality of level design across the three levels
 - c. Gameplay feel & responsiveness
 - d. Completeness and overall experience

PRIZES

1. Winner Certificates from IGDC
2. Entry tickets to IGDC 2026
3. Internship opportunities with participating studios (Final selection subject to company discretion and interviews)