

Grading criteria

All games will be scored out of **100 points**, broken down into the following categories. Each major category (except theme and deployment) is first rated on a **0–10 scale**, then scaled to match its weight.

10% – onboarding and documentation

Points awarded for:

- Clear explanation of gameplay and controls
- Tutorials, help menus or intuitive onboarding
- Optional in-game encyclopedia or tooltips

15% – theme implementation

This category uses a tier-based scoring system:

- Tier 1 (5%) – Theme appears only visually or as background
- Tier 2 (10%) – Theme is reflected in gameplay, mechanics or objectives
- Tier 3 (15%) – Theme is deeply embedded in core systems and design

Example (theme: “Chemical elements”):

- Tier 1: Element symbols in UI or scenery
- Tier 2: Combining elements to progress
- Tier 3: Mechanics based on real chemical principles like bonding or decay

Failure to implement the theme in any way results in 0 points for this category and disqualification from the competition.

20% – graphics and visual design

- Quality and consistency of visual elements
- Custom-made UI, sprites, backgrounds, effects
- Proper documentation of asset sources

Use of paid assets results in 0 points in this category.

15% – playability and technical quality

- Game stability and absence of crashes
- Performance (loading times, responsiveness)
- Use of technical best practices

25% – gameplay and game design

- Depth, originality and clarity of mechanics
- Engagement, replay value and fun factor
- Game balance and player feedback

10% – game pitch (max 3 minutes)

- Explains the game concept clearly
- Highlights theme integration
- Showcases what makes the game fun and unique

5% – deployment

+5 points if your game is successfully deployed to itch.io and is publicly playable/downloadable.
(<https://itch.io/developers>)

Tie-breaking policy

In the event of a tie in total score after jury and peer evaluation (including bonus points), the **jury will make the final decision**.

Bonus points

Bonus points are added **after** the main 100 points and can boost your final score.

Optional challenge bonus – up to +5 points

Earn +5 points for including **any one** of the following in your game:

- Hidden easter egg hunt
- Functional achievement system
- Secret developer room or creative 4th wall break
- Accessibility mode (e.g. colorblind toggle, simplified controls)

Only one bonus will be counted per team.

Category winners – up to +15 points

Judges will award +5 points each to the best in:

- Best Audio
- Best Graphics
- Best Overall Game

Teams can win in multiple categories for a maximum of **+15 bonus points**.

Scoring process

Each team will be evaluated through three stages:

1. Self-assessment
2. Peer review – Teams rate each other
3. Jury evaluation – Final scores from judges

Final score = 60% jury + 40% peer + any bonus points (applied after scaling)