

THE ORDINANCE

Game X.PRESS 2025

I. GENERAL PART

ORGANIZATION AND CONDUCT OF THE GAMEJAM

Article 1

1. The Game X.PRESS competition (from now on referred to as the GameJam) is an educational student competition in optimization and trading.
2. The GameJam is organized by the X.FER student organization (hereinafter referred to as the Organizer).
3. The Organizer has the exclusive right to interpret this Ordinance in the interest of fairness and equality, including deviations from it when necessary to maintain fairness and equality. In case of such deviations, all interested participants will be notified as soon as possible.
4. Circumstances not regulated by this Ordinance will be resolved by the Organizer.
5. The Organizer reserves the right to amend this Ordinance at any time. In case of such changes, all interested participants will be notified as soon as possible.
6. In cases specified in 3, 4, and 5, appeals to decisions are not possible.

PARTICIPATION IN THE GAMEJAM

Article 2

1. People participating in the GameJam are the Organizer, competitors, GameJam partners, and the Jury.

GAMEJAM OBJECTIVES

Article 3

1. The objectives of the GameJam are
 - a. promoting education and acquiring practical knowledge in game development, art and sound design,
 - b. encouraging students to independently develop creative solutions,
 - c. connecting students with project partners,
 - d. allowing students to present their ideas and themselves to the public,
 - e. popularization of the STEM and game development fields.

II. THE COMPETITORS

Article 4

1. The competition is open to all competitors above the age of 18 years old at the time of the event.
2. Competitors must not be members of the organizing team or members of the X.FER association Presidency.
3. Competitors who are in a professional, mentoring, or family relationship with any member of the Jury may participate in the competition. Such cases need to be reported to the organizing team via email at xfer.hr@gmail.com, and the scores of that member of the Jury will be attributed according to the criteria stated in the Evaluation Criteria section.
4. Participants must be able to provide valid identification if requested.
5. In the case of too many participant registrations, priority will be given to teams with students currently enrolled in a masters or bachelors program. Proof of student status may be requested.
6. In case of a violation of the provision of paragraph 3 of this article, the competitor will be disqualified.

Article 5

1. The GameJam team (from now on referred to as the Team) can consist of 1-4 (in letters: one to four) members, or competitors.
2. A competitor can register as a member of only one Team.
3. After the start of the GameJam, it is no longer allowed to change the structure of the Teams, i.e., accept new members or change members.

Article 6

1. To participate in the GameJam, it is necessary to register the Team via the link available on the Organizer's website.
2. Applications for competitors will be open from May 19, 2025, and close on May 29, 2025, at 23:59.
3. The Organizer reserves the right to extend the application period if needed.

Article 7

1. When filling out the application form, Teams must designate a member who will be the responsible person for all official communication between the Team and the Organizer (from now on referred to as the Representative). This is also the first registered member on the official application form.

Article 8

1. After the application deadline, participating Teams will be identified by the Team name, which will serve as a unique identifier.
2. The Team name is chosen independently by the competitors.

Article 9

1. By participating in the GameJam, competitors agree to the processing and publication of their data to conduct the GameJam. This includes publicly announcing the winners, awarding the prizes, and publishing materials related to the promotion of the GameJam.

Article 10

1. No registration fee is required for participation in the GameJam.
2. Selection criteria is described in Article 12 of this section.

Article 11

1. Application Documentation consists of
 - a. online application

Article 12

1. Application data is collected from each competitor in the Team and graded cumulatively.
2. When grading the application, the following data is taken into consideration in a holistic approach:
 - a. field of study
 - b. year of study
 - c. participation in Computer Science / Game development competitions or GameJams
 - d. Computer Science / Game development related projects
 - e. working experience in Tech/Game development companies
3. The documentation is graded upon arrival and can be accepted before the official end of the applications.
4. The Organizer retains the right to create a qualification task if the need arises.
5. The applications can close before the deadline if all places are taken.

III. THE GAMEJAM

Article 13

1. The GameJam stages are as follows:

Phase One (19th of May):

- a. Opening of the Applications for the GameJam

Phase Two (31st May):

- a. Start of the game jam part of the competition

Phase Three (1st June):

- a. Final submissions of the solutions to the problem
 - b. GameJam Finals including presenting the solutions to the Jury and announcing the winners.
2. The official timetable will be published on the website of the GameJam.

GAMEJAM THEME

Article 14

1. The Organizer assigns a theme that will remain secret until the start date of the GameJam.
2. The goal is to create a game that is connected to the theme in some way of the competitors choosing.

TEAMS

Article 15

1. Teams create a game during the hacking time that fits in the stated theme.
2. At the end of the hacking part, Teams present their work to the Jury and other participating Teams..

Article 16

1. Publishing finished solutions or prototypes during the GameJam is prohibited.
2. All communication with the outside world is strictly prohibited, and the internet network is monitored.
3. In case paragraph 1 of this article is violated, the Team will be disqualified.
4. When promoting solutions during the GameJam, all promotional materials must prominently feature the GameJam.

EVALUATION CRITERIA

Article 17

1. The Jury is composed of representatives from GameJam partner companies, with each company contributing a single member to serve on the panel.
2. The submitted solutions are evaluated by other Teams in a peer-review process after which all solutions are evaluated by the Jury.
3. The total number of points is 100 (in letters: a hundred): 40 from the peer-review section and 60 from the Jury.
4. An optional 5 bonus points may be acquired if special design requirements are met. The requirements are described in Article 19, section 2. Only one design requirement is allowed for bonus point calculations and each is worth 5 points.
5. An additional 15 bonus points will be awarded by the Jury for being the best submission in each of these categories (5 points per category):
 - Best Audio
 - Best Graphics
 - Best Overall Game
6. The final number of points for the presentation is calculated as the sum of the weighted points from each of the categories described below.
7. The Organizer does not participate in the evaluation and is solely involved in the organization and coordination of the GameJam criteria.

Article 18

1. Teams must create a pitch lasting 3 minutes to present their solution to the Jury.
2. The presentation must be delivered by the entire Team that participates in the GameJam.

Article 19

1. The criteria for the GameJam according to which the Jury and the other Teams evaluate the final solutions are distributed as follows:
 - a. Onboarding and documentation - includes clear explanations of in game mechanics, in game tutorials and optional in game wikis (10%)
 - b. Theme implementation - evaluated through a tier-based scoring system (15% max)
 - i. Theme appears only visually or as background (5%)
 - ii. Theme is reflected in gameplay, mechanics or objectives (10%)
 - iii. Theme is deeply embedded in core systems and design (15%)
 - c. Graphics and visual design - includes quality and consistency of visual elements, custom-made UI, effects, sprites and so forth (20%)
 - d. Playability and technical quality - includes game stability, lack of bugs, performance and so forth (15%)
 - e. Gameplay and game design - includes depth, originality, engagement, replay factor, fun and player feedback (25%)

- f. Game pitch (10%)
- 2. The criteria for the GameJam according to which the Jury and the other Teams give bonus points are as follows:
 - a. Hidden easter egg hunt
 - b. Functional achievement system
 - c. Secret developer room or creative 4th wall break
 - d. Accessibility mode (e.g. colorblind toggle, simplified controls)
- 3. Jury members will give a grade from 1 to 10 for each category and the average decimal grade will then be scaled for points as stated above.
- 4. If a particular competitor is employed by a partner of the competition, the evaluation from that partner for that Team is excluded.

RULES AND GUIDELINES

Article 20

- 1. To ensure a respectful and inclusive environment for all participants, the following content is NOT ALLOWED in your game:
 - a. Nudity or sexually explicit content
 - b. Religious or political parody or any content that mocks, satirizes or disrespects real-world belief systems, figures or institutions
 - c. Hate speech, discrimination or targeted harassment of any kind
 - d. Graphic violence or gore, including realistic depictions of death, dismemberment or visible open wounds
 - e. Use of copyrighted or paid assets
- 2. To ensure a respectful and inclusive environment for all participants, the following content is ALLOWED WITH CARE in your game:
 - a. Stylized or fantasy violence (e.g. combat, defeating monsters) is acceptable as long as it avoids disturbing realism.
 - b. You may include themes involving religion or politics if they are not parodic, mocking or offensive. For example, a fictional nation with its own belief system or political structure is acceptable if it is handled respectfully and not as a caricature
- 3. Breaking these guidelines or directly copying another team's or publicly available work, will result in immediate disqualification and a ban from the contest.
- 4. If you're unsure whether something crosses the line, please check with the Organizer before submission.

Article 21

- 1. Only free or custom-made assets may be used, whether created before or during the GameJam
- 2. You must submit an ASSETS.md listing all sources used. Asset usage will be reviewed
- 3. Use of paid assets leads to 0 points in the graphics category.

Article 22

1. AI tools are allowed under these conditions:
 - a. Disclosure is mandatory – You must document all AI-generated content (code, art, text, etc.) in your README.md
 - b. Originality is required – AI should be used as a tool, not a substitute for creative or technical effort
 - c. No direct copying – Do not use AI to replicate or remix copyrighted works or to generate entire game components without meaningful modification
2. Undisclosed or abusive AI use may lead to disqualification.
4. You must submit an ASSETS.md listing all sources used. Asset usage will be reviewed
5. Use of paid assets leads to 0 points in the graphics category.

ELECTION OF THE WINNER

Article 23

1. The winning Team is selected based on the demonstrated skills during the hacking part and the presentation of their solution.
2. After each presentation, members of the Jury give grades based on the criteria outlined in Article 19 of this Ordinance.
3. Grades are publicly announced.
4. In case of a tie, the Jury conducts a voting to select the winners.

Article 24

1. At the closing ceremony of the GameJam, the top three Teams with the highest number of points will be announced and rewarded.

IV. THE CERTIFICATES

Article 25

1. Every Team that submits a solution, following the provisions of this Ordinance, will be awarded a participation certificate.
2. Finalists will be awarded a special certificate for reaching the competition's finals.
3. Competitors who secure the first three positions will receive a special certificate for their ranking.

V. INTELLECTUAL PROPERTY RIGHTS

Article 26

1. All games, code, assets, and content created during the GameJam remain the intellectual property of their creators.

2. The Organizer does not claim any ownership or rights over submitted projects, assets, or ideas.
3. Participants are free to continue developing, publishing, or commercializing their games after the GameJam without any obligation to the organizers.

VI. TRANSITIONAL AND FINAL PROVISIONS

Article 27

1. Amendments to this Ordinance are made by the same body and in the same manner as the Ordinance itself.
2. If any provision of this Ordinance is unclear or there is a discrepancy between provisions, the body mentioned in paragraph 1 of this article is authorized to interpret the provisions of this Ordinance and make a final decision on their application.

Article 28

1. Placement and ranking lists, without individual Jury data, will be available to the public after the competition's conclusion.
2. There is no appeal allowed regarding the placement, ranking, and score lists mentioned in paragraph 1 of this article.

Article 29

1. The data competitors provide during the application procedure will be used solely for the purpose of the GameJam.
2. CVs of the competitors are shared only with official partners of the GameJam according to the agreements made beforehand.

Article 30

1. This Ordinance is valid from the day of its publication on the GameJam's website.