GameXcellence Awards

GameXcellence Awards: 2023 Game Creator Challenge (2023 GCC)

Submission Guideline

- All submissions are online.
- Participants can submit their entries or update them at any time before the submission close date.
- The game must be able to run on a Windows or Mac computer, generally accessible game console, Android or IOS portable devices, or internet browser either natively or via emulation.
- All submissions must include the following items:
  o Compliable and pre-built game project files (e.g., Unreal Engine project files, unity project files)
  o Full access to game source code and scripts (part of game project files)
  o Playable version of the game: executable and installation files: .exe, .apk etc.
  o A document that includes:
    - Installation and setup instruction or special instruction to game project files and executable files
    - Additional plug-ins required to run or build the game.
    - Basic information for the game, such as name, short elevator pitch, description etc.
    - Team information – names and roles
    - A list of references to all existing content, technologies or assets that are used or purchased through marketplace and online.
  o A trailer or gameplay video is not required, but is it HIGHLY recommended.
- Participants' teams own full rights to their game. The team accepts full responsibility for any claims represented to the Organizer by Third Parties regarding the game or any other material submitted by the team.
- Teams can submit a game using existing technologies such as engines, frameworks, plug-ins, and models. The team must own full rights or have required licenses to use those technologies.
- Teams can submit a game using existing content, materials, and assets. Teams must own full rights or have required licenses to use those assets.
- All existing content, technologies or assets must be referenced in documentation with the submission of the game.