CONTEST FAQ

How can I connect my game to GameeJS?
Once the game is ready, follow our tutorial available at
https://youtu.be/_VauL2CpE70 to make it run with the Gamee emulator.

How many games can I submit?
As many as you want - all of them must be made by you / your team.

Can we submit game as a team?
Yes, no problem.

Can I submit existing game?
Yes, if it is of your creation.

Is it possible to participate with a game that has already been published?
Yes, if it is of your creation.

How do I submit a game?
Once the game works within the Gamee emulator, send us the link to it + zip
file with the game to contest@gameeapp.com

What parameters will the judges evaluate?
1) **Gameplay** - mostly if game is fun to play, challenging, how is the learning curve with multiple gameplays, ...
2) **Graphics** - mostly if assets has same style, how does it look like all together
3) **UI onboarding** - if game is understandable, smoothness of the process of learning and mastering it, is it clear for player what to do from the beginning?
4) **Bonus points** - anything that hits judges taste and he wants to rate it, it might be an easter egg, some craziness, well used physics mechanism or genre

You will get majority of points for first three mentioned. Bonus points are just a minority.

Is there a theme to this competition?
No.

Is the game hosted on your platform after being accepted?
It is a possibility for future cooperation, will be communicated on case-to-case basis once this competition is done.

Does the developer keep all rights to his/her game and can the game consequently be published independently from Gamee on iOS, Android and other platforms?
Yes, by submitting the game for this competition, you keep all the IP.

What is the recommended resolution?
C2/C3 games always adapt to the window size. So if you keep aspect ratio 9:16 everything will be fine. In theory pixel density doesn't matter. Game should look good and run smooth, this is something you decide. As we know, higher pixel density means nicer game but also decrease performance.

Is there a way to use your predefined controllers like buttons or joystick?
No, there is no way to use them and think of them as deprecated. If you need some kind of buttons, make your own and put them directly into game.

Are there limitations on which modules we can not use? Such as ajax, multiplayer, websocket, localstorage and third party plugin except yours of course.
Limitations are given by GAMEE platform itself. That doesn't allow any outside of package connecting such as ajax, websockets. Also cookies and localstorage is not working there as expected.

- multiplayer - not possible in GAMEE, disallowed in competition
- assets outside of package - not possible in GAMEE, disallowed in competition
- instead of cookie and localstorage - use save state, that is part of the plugin and allows you to save some data for later usage
- any plugin that doesn't use previous - allowed

Will you be accepting casuals games with levels/endings? (Such as 100 doors, Yellow by Bart Bronte...)
Yes, but we prefer endless games.

Can I use royalty-free licensed assets?
Yes.