



LEGAL BASES. GAME JAM "II XORNADAS VIDEOXOGO E LITERATURA"

The Carlos Casares Foundation with CIF G-36907244 and registered office at Rúa Vilarino, s/n, 36370, Nigrán (hereinafter the Organization), announces a Game Jam (hereinafter, Competition), which will begin on December 1, 2020 and will end on December 4, 2020. The Competition will have an online format, in which participants will be able to work from any location. The Competition will be governed by the following legal bases:

FIRST. OBJECTIVE. - The objective of the Competition is the development of a video game executable on the web or on a Windows platform and according to the characteristics of the challenge that will be provided to the participants.

SECOND. REGISTRATION. - To participate in the Competition, it will be necessary to register during the period set up for this purpose, from November 17 to December 4, 2020 before 11:59 p.m. UTC + 1. Registration will be made on the website <https://itch.io/jam/videoxogoeliteratura>, and also on the website www.videoxogoeliteratura.gal/gamejam, indicating in the enabled form the name, surname and age of participants interested in registering for the Competition. Registration for the Competition is free.

THIRD. PARTICIPANTS. - Participation must take place in teams of 1 to 3 members. All those interested persons who, until the end of the Game Jam, meet each and every one of the following requirements, may choose to participate in the Competition:

- Be over 18 years of age and without age limit.
- Have residence in Spain (except in teams with more than 1 member, in which one of the members of the team must have residence in Spain).
- That each participant identifies, at least, with one of the following profiles:
 - > Programming: Programming or Engine Integration.
 - > Art: Graphic design, 2D, 3D, Modeling, Animation, Illustration.
 - > Game Design: Game Design / Narrative Design.
 - > Others: Marketing, AI, Script, Music, Localization.
- That they follow the social networks designated for the development of the activity until the day of the award ceremony: Instagram ([@videoxogoeliteratura](https://www.instagram.com/videoxogoeliteratura)) and Twitter ([@LiteraturaXe](https://twitter.com/LiteraturaXe)).
- That they participate in the Competition following the mechanics established in the Rules.

The organization reserves the right to reject the participation of any person who in its sole discretion does not meet the requirements described in these Terms and Conditions.

Selected participants must:

- Guarantee the originality of the proposals and ideas presented. Copies, mods or proposals already submitted previously in other contests / competitions, or their adaptations, are not allowed. Third-party resources may be used as long as they are free of copyright and/or have the express permission of the author. In case of making use of acquired assets and/or plugins, the participants are obliged to inform the organization, as well as to argue their application in



the development of the video game. The organization reserves the right to disqualify the project of the participating team that does not report this aspect. The resulting video game will be evaluated taking this into account.

- Guarantee that the content of the creation does not include content of an illegal, illicit, indecent, obscene, racist, sexist or morally offensive nature.
- Show professionalism and respect towards the rest of the participants at all times.

FOURTH. TEAMS. - There is no maximum number of participating teams. In each of them, there must be at least one member with residence in Spain. Each team can only submit one project.

FIFTH. DEVELOPMENT. - The theme will be announced on December 1 at 0:01 (UTC +1) on the event website and on the Game Jam page of itch.io. From that moment, the participants can start working. The development and upload period of the video game will end on December 4 at 11:59 p.m. (UTC +1).

Participants must combine their proposal in a video game that can be played and played for the subsequent evaluation of the jury. This project must be uploaded to the itch.io platform. Participating teams must have an itch.io account in order to upload the video game to that platform. All projects must be free and open access during the term of the contest. The game must be executable in HTML5 format (in Chrome, Firefox or Explorer web browsers) and / or a Windows executable .exe (compatible with Windows 10 32/64 Bit).

The video game can be presented in any language, but must have a Galician language option. Any translation service (Google Translator, Gaio, etc.) can be used for their translation and the winning projects will receive a linguistic correction if necessary.

SIXTH. JURY. - A jury made up of experts in the world of videogames will choose two winning teams that will be announced on December 5 and that will receive the prizes detailed in the seventh clause. The criteria on which the jury will be based when choosing the winning teams of the Competition will be, in relation to the proposal developed by them, the following:

- Ability to adapt to the issue raised;
- Narrative;
- Aesthetics (Art and music);
- Gameplay;
- Originality of the proposal;
- The application of assets and/or plugins.

The members of the teams accept that their names, image and the description and graphic material of their projects be published in the supports of the event organization and in the RRSS, media (online and/or physical press). They also accept that their usernames and/or profile images are displayed in the organization's profiles. Likewise, on December 5, the winning teams will be informed about the method of collecting their prize. The maximum term for acceptance of the award and communication of the data that is required for its receipt will be 10 business days from the date of contact. Once the term has expired, they will lose the right to their prize. The acceptance of the award by the members of the winning teams implies the express authorization of the organization to carry out the necessary actions aimed at confirming compliance with the participation requirements.

SEVENTH. PRIZES. - The team that is First Place will receive a cash prize of € 500 and the Second Place team of € 300.

