

Week 1

12 October

- Engine setup
- Masterclasses and workshops

13 October

- Game development

14 October

- Progress updates: Screenshots, sketches

15 October

- Game development

16 October

- Publish the game into our discord forums
- One-on-one call and play through with Vetkoek Studios

17 October

- Game development

18 October

- Game development

Week 2

19 October

- Playtesting other participant's games

20 October

- Progress updates: Screenshots, sketches

21 October

- Feedback implemented
- Update post in the discord forum

22 October

- Mentorship slots for tech support/guidance

23 October

- Mentorship slots for tech support/guidance

24 October

- Last minute development

25 October

- Last minute development

26 October

- Submission and benchmarking by VS.

Notes:

- After the first phase is complete, a period of assessment will be conducted by Vetkoek Studios. The 6 best performing games will receive a R5000 prize and be invited to participate in a second phase.
- Developers who demonstrated skill, but whose games did not meet the benchmarks may be invited to join the second phase to build a new prototype.

