



**Don Bosco Institute of Technology, Mumbai-400070**



**Department of Computer Engineering**

**Report on: Teknack Ideation Meeting**

**Title : Teknack Ideation Meeting**

**Date : 11 November 2023**

**Time : Slot 1- 10:00 am to 1:30 pm**

**Slot 2- 02:00 pm to 5:30 pm**

**Venue : Online Meeting**

**Participants Present : 171**

**Resource Person : Mr. Yashas Khot**

**Organizing Department / Committee / Authority : ACM Student Chapter**

**Faculty Coordinator : Mr. Imran Mirza**

**Objective:**

- ❖ Provide teams with a platform to brainstorm and present multiple game development ideas, fostering creativity and innovation within each group.
- ❖ Utilize the knowledge and experience of a panel of mentors to evaluate and select the most promising game development concepts.
- ❖ Establish a clear starting point for teams by selecting one idea from each group, serving as the foundation for subsequent game development phases.

**Outcome:**

- ❖ Teams presented diverse game ideas, showcasing creativity and innovation within Teknack'24.

- ❖ Mentor feedback aided in refining proposed ideas, ensuring a focused and clear direction for teams to pursue
- ❖ Chosen ideas marked the inception of game creation, initiating the development phase for Teknack'24.

## **REPORT:**

The Ideation Meeting for Teknack'24 held on 11<sup>th</sup> November 2023, was a pivotal event that set the stage for the commencement of game development. Split into two batches, this meeting brought together teams from Team 1 to Team 57, with each team allotted approximately 10 minutes to present their proposals containing three game development ideas to a panel of experienced mentors that included Mr. Siddhesh Madkaikar, Mr. Melwin Lewis, Mr. Manish Shingre, Mr. Siddharth Dhaigude (Technical Advisor-ACM DBIT), Mr. Alston Fernandes, Mr. Sahil Shelke, Mr. Yashas Khot (Technical Head-ACM DBIT), Mr. Jess John, Mr. Hrishikesh Panigrahi, Mr. Preetesh Chauhan and Mr. Gaurav Samanta.

Batch 1, comprising teams 1 to 25, commenced presentations at 9 am and continued until 1:30 pm Following a brief break, Batch 2 comprising of teams 26 to 57 presented from 2 pm to 5:30 pm The allocated time provided an ample window for each team to present their ideas thoroughly and comprehensively.

Within the allocated time frame, every team articulated their ideas before the panel of mentors. These presentations acted as a platform for showcasing creativity, innovation, and strategic thinking in game development. Post-presentation, each mentor contributed valuable insights and recommendations, aiding the participants in refining their ideas.

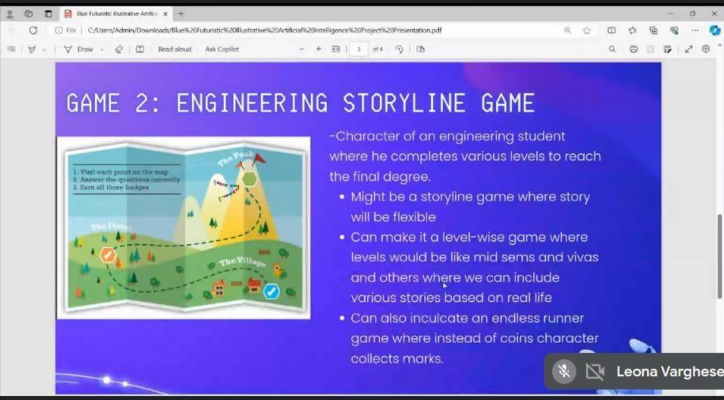
After each team presented its trio of ideas, the panel deliberated and meticulously selected one idea from the presented concepts. This choice served as the blueprint for the subsequent development phase.

The collaborative effort between the teams and the mentors was evident throughout the session. Mentor input played a pivotal role in guiding participants toward the most viable and promising game development ideas from their pool of proposals.

The Ideation Meeting for Teknack'24 showcased a spectrum of innovative ideas and demonstrated the collaborative effort between mentors and teams. The selected ideas mark the beginning of an exciting journey that will culminate in the creation of captivating games.

## Pictures:

Anagha Dusane (Presenting)



**GAME 2: ENGINEERING STORYLINE GAME**

-Character of an engineering student where he completes various levels to reach the final degree.


- Might be a storyline game where story will be flexible
- Can make it a level-wise game where levels would be like mid sems and vivas and others where we can include various stories based on real life
- Can also inculcate an endless runner game where instead of coins character collects marks.

11:14 AM | hdc-kfrp-cxh

People

- Melwin
- Niraj Pingale
- Preetesh Chauhan
- Sahil Shelke
- Samruddhi Kapadnis
- Siddharth Dhaigude
- SIDDHI GADGE Meeting host

Iqra Shaikh (Presenting)



**Title: Funky Monkey  
A Groovy Jungle Adventure**

**Introduction:**  
Welcome to Funky Monkey Dash, an exhilarating endless runner that invites players to navigate a dynamic jungle environment as a stylish and mischievous monkey.

**Key Features:**

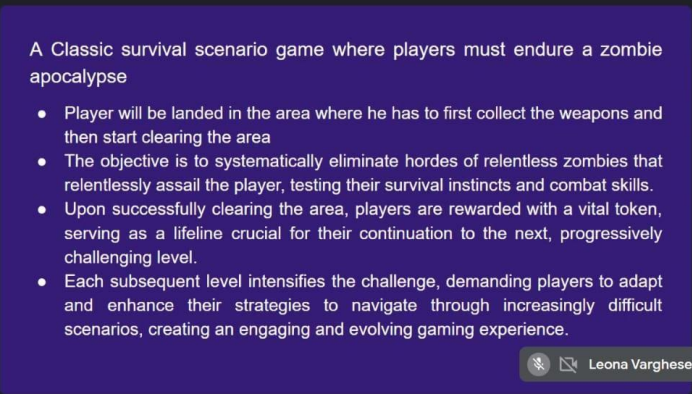
- 1. Captivating Gameplay:**
  - Take control of a cool monkey surfing through vibrant jungle landscapes.
  - Navigate the game by dodging obstacles, performing gravity-defying jumps, and swinging on vines.
- 2. Engaging Objectives:**
  - Strategically collect bananas scattered throughout the jungle to accumulate points.
  - Each point earned reflects the player's skill and progress in this exciting endless runner.
- 3. Immersive Atmosphere:**
  - Immerse yourself in the dynamic jungle environment featuring lush greenery, waterfalls, and challenging obstacles.
  - The game's visuals are complemented by a funky soundtrack, enhancing the overall gaming experience.
- 4. Strategic Elements:**
  - Encounter power-ups like the Banana Peel for temporary speed boosts.
  - Infuse strategy into your gameplay by deciding when to deploy these power-ups for maximum impact.
- 5. Customization Options:**
  - Personalize your gaming experience by customizing your monkey character with a variety of accessories.

11:39 AM | hdc-kfrp-cxh

People

- Leona Varghese

Prateeksha Sheregar (Presenting)



**A Classic survival scenario game where players must endure a zombie apocalypse**

- Player will be landed in the area where he has to first collect the weapons and then start clearing the area
- The objective is to systematically eliminate hordes of relentless zombies that relentlessly assail the player, testing their survival instincts and combat skills.
- Upon successfully clearing the area, players are rewarded with a vital token, serving as a lifeline crucial for their continuation to the next, progressively challenging level.
- Each subsequent level intensifies the challenge, demanding players to adapt and enhance their strategies to navigate through increasingly difficult scenarios, creating an engaging and evolving gaming experience.

10:30 AM | hdc-kfrp-cxh

People

- Aarol D'Souza
- Gaurav Samanta
- Hrishikesh Panigrahi
- Jess John
- Malivia Rodrigues
- Niraj Pingale
- Prateeksha Sheregar
- Prateeksha Sheregar Presentation

Raghav Gohil (Presenting)

# TEKNACK IDEATION MEET 2024

- Raghav Gohil, Sahil Khude, Nishith Lopez

11:23 AM | hdc-kfrp-cxh

Leona Varghese

aveesah siddiqui (Presenting)

### IDEA NO. 1: MUSEUM HEIST

In "Museum Heist," players take on the role of a cunning thief planning heists in fancy museums worldwide.

**Mission:** Infiltrate heavily guarded museums, avoid security measures, and steal priceless artifacts while navigating a variety of challenging puzzles. Can you outsmart the system and pull off the ultimate museum theft? It's a thrilling challenge filled with cunning moves and brain-teasing fun!

10:12 AM | hdc-kfrp-cxh

Leona Varghese

Aditya Kate (Presenting)

## Gameplay and Controls

- Players navigate the soccer field using onscreen controls, focusing on dribbling, shooting, and defending.
- The game also incorporates various power-ups and special shots, adding layers of strategy and excitement.

10:57 AM | hdc-kfrp-cxh

Leona Varghese



**Report Prepared By:**

**Ms. Erica Prasad**

**(Assistant Admin Head: ACM-DBIT)**

**Report Approved By:**

**Mr. Imran Mirza**

**(Faculty Coordinator: ACM-DBIT)**