



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY



ACM STUDENT CHAPTER
EVENT REPORT

TEKNACK'24



Prepared by:
Tanisha Raorane
Erica Prasad



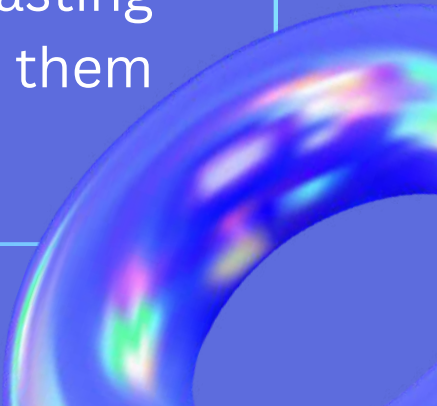
ABOUT US

Teknack, an event organised by the ACM-DBIT chapter, has been a source of inspiration and creativity for students since its inception in 2003.

Over the years, it has grown to become an exciting and thrilling gaming event, attracting participants from DBIT and other colleges alike.

Teknack provides a unique platform for students to showcase their technical skills and creativity in game development. It is a battlefield where young minds come together, exchange ideas, and push the boundaries of game development to create innovative and engaging games.

These games leave a long lasting impression on players and give them great memories of the event



JOURNEY

Teknack Game Developers Registration:

12th September, 2023 to 29th September, 2023

Induction Meeting:

11th October 2023

Unity Engine Workshop:

13th & 14th October, 2023

Ideation Meeting:

11th November, 2023

Game Development Time:

18th November, 2023 to 1st February, 2024

Final Progress Review:

27th January, 2024

Publishing games on Google Play Store:

1st February, 2024 to 17th February, 2024

Rob the bank (Pre-event): 22nd February, 2024

Teknack Main Event:

22th February, 2024

- **Inauguration** : 9 AM
- **Game Exhibition**: 10 AM
- **FIFA Tournament**: 2 PM
- **Felicitation**: 4 PM

TEKNAACK 2024

POSTER



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER ENGINEERING



ACM-DBIT
presents

TEKNACK 2K24

Join us for the latest edition of DBIT's gaming fest



Find our games on



dbit.acm.org/teknack



INDUCTION MEET

Siddharth Dhaigude (Presenting)



Teknack'24
Induction


8:19 PM | afn-yevz-gvh

77

Participants: Gaurav Samanta, Rhea Paul, Pratik Daga, Ananya Agarwal, 71 others, Leona Varghese

This screenshot shows the first slide of the induction meeting. The slide features a colorful, abstract background with the text 'Teknack'24 Induction'. The meeting interface includes a top bar with the presenter's name, a grid of participant avatars on the right, and a bottom bar with various controls and a participant count of 77.

Siddharth Dhaigude (Presenting)



ACH DBIT PRESENTS
TEKNACK ROAD MAP

8:20 PM | afn-yevz-gvh

77

Participants: Gaurav Samanta, Rhea Paul, Pratik Daga, Siddharth Dha..., 71 others, Leona Varghese

This screenshot displays the 'TEKNACK ROAD MAP' slide. The diagram shows a circular process with six stages: 1. CREATOR, 2. IDEATOR, 3. DESIGNER, 4. DEVELOPER, 5. DEPLOYER, and 6. MAINTAINER. The meeting interface shows the presenter's name, a grid of participant avatars, and a bottom bar with controls and a participant count of 77.

Siddharth Dhaigude (Presenting)



Unity Installation
Overview

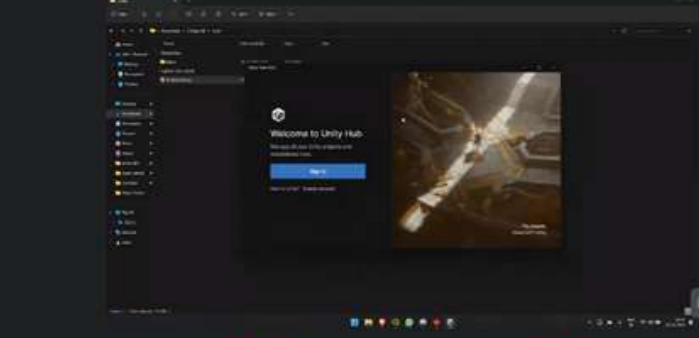
8:24 PM | afn-yevz-gvh

79

Participants: Gaurav Samanta, Rhea Paul, Yashas Khot, Siddharth Dha..., 73 others, Leona Varghese

This screenshot shows the 'Unity Installation Overview' slide. The slide has a dark background with the text 'Unity Installation Overview'. The meeting interface includes the presenter's name, a grid of participant avatars, and a bottom bar with controls and a participant count of 79.

Sahil Shelke (Presenting)



Welcome to Unity Hub

8:26 PM | afn-yevz-gvh

76

Participants: Leona Varghese

This screenshot displays the Unity Hub installation window. The window shows a 'Welcome to Unity Hub' message and a 'Next' button. The meeting interface shows the presenter's name, a grid of participant avatars, and a bottom bar with controls and a participant count of 76.

IDEATION MEET

Raghav Gohil (Presenting)



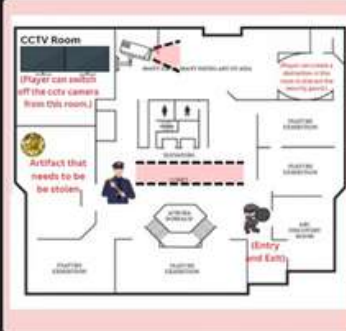
TEKNACK IDEATION MEET 2024

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

aveesah siddi... | Hrishikesh Pa... | Saniya Rawat | Jess John | Niraj Pingale | SIDDHI GADGE | Aarol D'Souza | 3 others | Leona Varghese

Aditya Kate (Presenting)

Gameplay and Controls



Players control a character, tapping to move forward and swiping to change direction. Each move requires strategic timing as obstacles come in different forms - from speeding cars to floating logs. The game's simplicity, combined with challenging elements, keeps players hooked.

11:00 AM | hdc-kfrp-cxh


Leona Varghese

People

- Gaurav Samanta
- Gavin Lobo
- Hrishikesh Panigrahi
- Jess John
- Melvin Antony
- Melwin
- Niraj Pingale
- Preetesh Chauhan

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 incorporate an endless runner game where instead of coins character collects marks.

11:14 AM | hdc-kfrp-cxh

Leona Varghese

People

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

PRE-EVENT



INAUGURATION



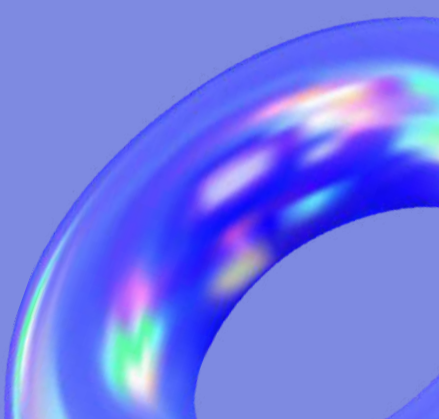
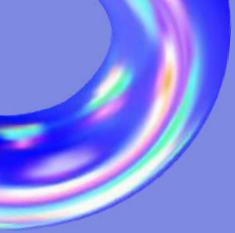
FUN ACTIVITIES



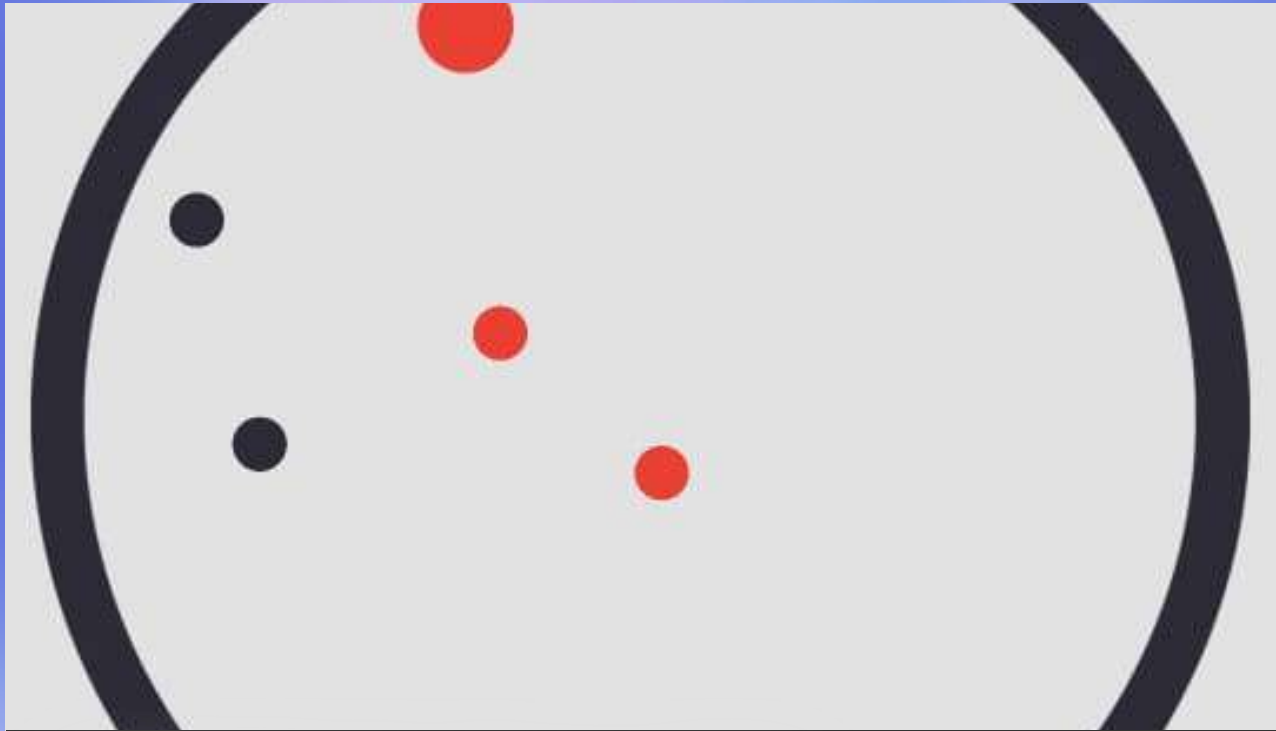
ТЕХНАОК 24

GAMES

ТЕХНАОК 24



CIRCLE SMASH



CIRCLE SMASH

JESS JOHN



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100+

PLAY STORE
DOWNLOADS

206

INSTAGRAM
LIKES


4.9

PLAY STORE
RATING




BLOCKADE BRIO


GAMES




BLOCKADE BRIO

SHEWTA NADAR

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itch.io

190+

PLAY STORE
DOWNLOADS

253

INSTAGRAM
LIKES

4.9

PLAY STORE
RATING



STARFALL: ODYSSEY

HP: 65

SCORE: 40

COINS: 10

STARFALL: ODYSSEY

RAGHAV GOHIL, SAHIL KHUDE, NISHITH LOPEZ



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INSTAGRAM
LIKES

4.9

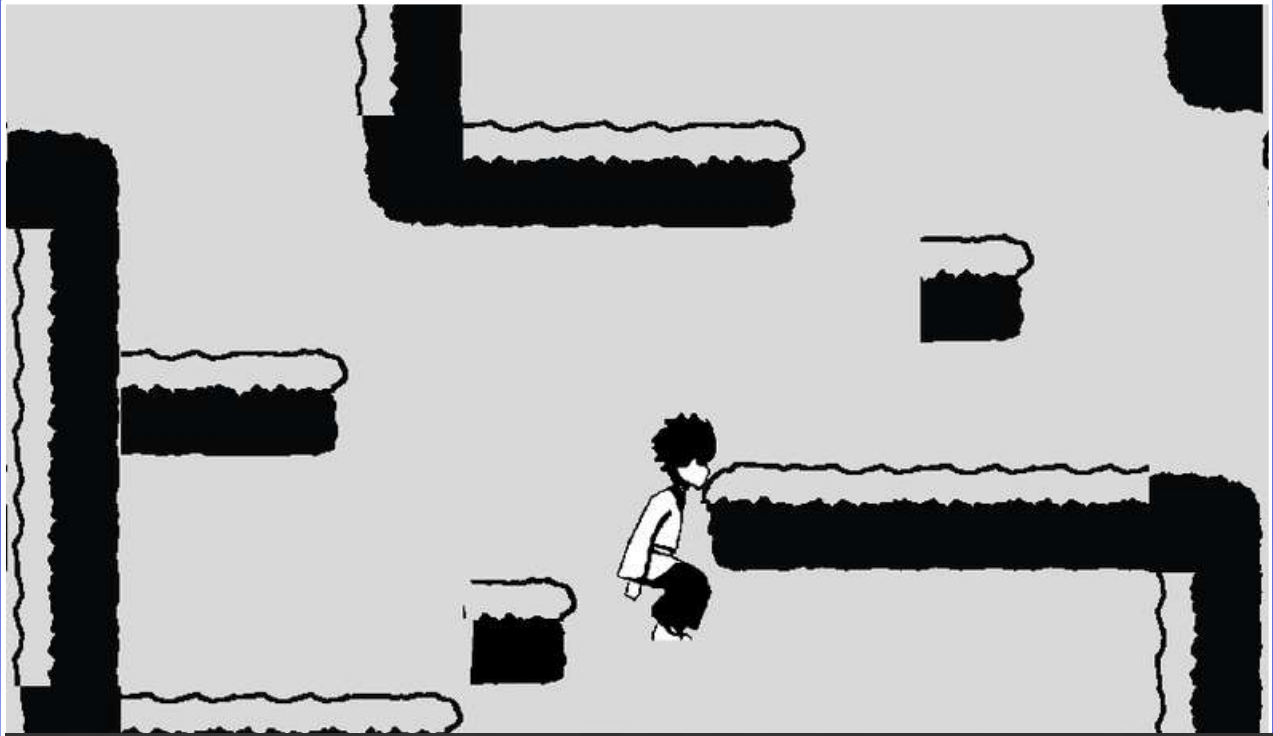
PLAY STORE
RATING



**TEKNACK
2024**

GA
ME
S

RINA: THE LOST SOUL



RINA: THE LOST SOUL

NATHAN PIMENTA, ARKAPRABHA GHOSH,
SHAUN RODRIGUE



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130+

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LIKES

4.6

PLAY STORE
RATING



**TEKNACK
2024**

GA
ME
S

DASH



DASH

RALSTON DCRUZ, MOHAMMAD ZAID KHAN,
ABDUSSAMI PATEL



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LIKES

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RATING



**TEKNACK
2024**

NOVA INFESTATION



NOVA INFESTATION

ASHNA BRITO, JOHN JOY, JOSHUA BARA



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LIKES

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PLAY STORE
RATING



TEKNACK
2024

GA
ME
S

JOUNCE: JOYFUL BOUNCE

Tap to Play

JOUNCE: JOYFUL BOUNCE

SRUSHTI KALE, SIDDHI GADGE



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LIKES

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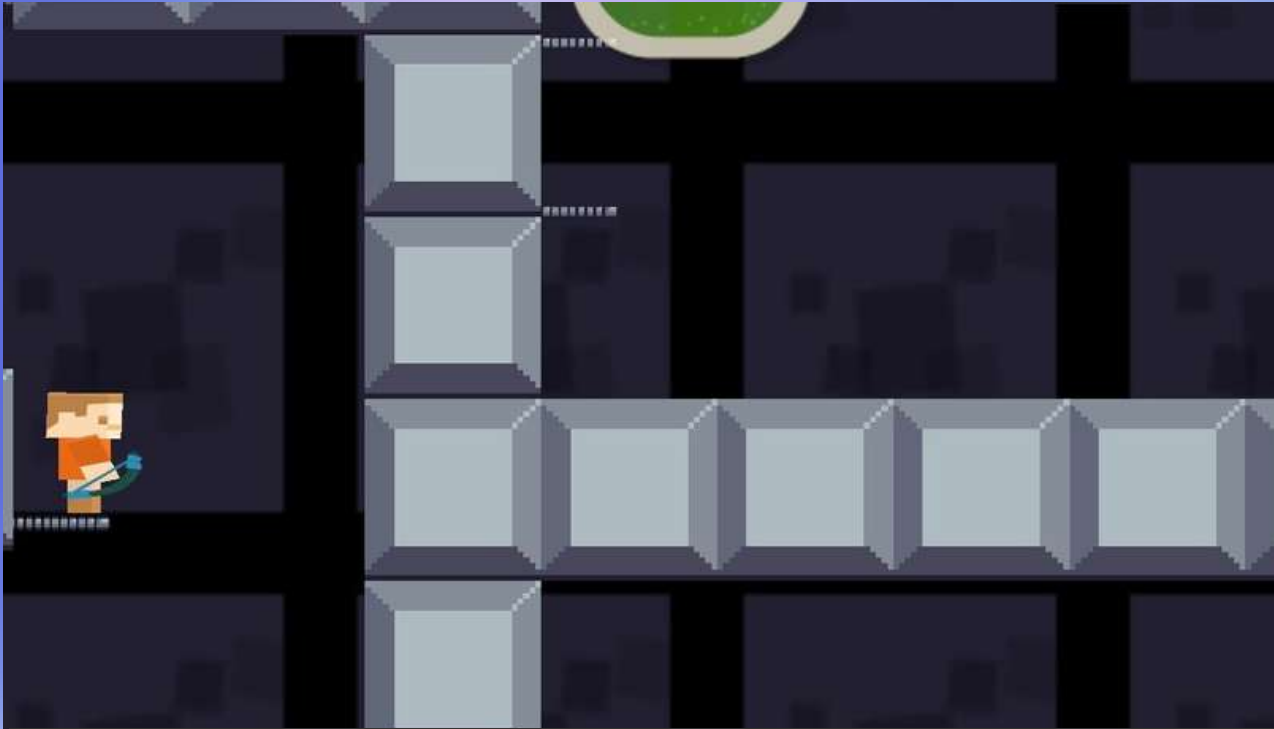
PLAY STORE
RATING



**TEKNACK
2024**

GA
ME
S

MYSTICAL ISLAND



MYSTIC ISLAND

SOOKRET KANDPAL, ISHTEQALI KHAN,
SIDDHARTH GOSAVI



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INSTAGRAM
LIKES

4.7

PLAY STORE
RATING



**TEKNACK
2024**

GA
ME
S

FLYING VOYAGER



FLYING VOYAGER

KARTIK KUNDER, PRATHAMESH VASTA,
ANUP CHIPLUNKAR



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INSTAGRAM
LIKES

5

PLAY STORE
RATING



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2024**

ASTERISK



ASTERISK

FIGO FERNANDEZ



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40+

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INSTAGRAM
LIKES

5

PLAY STORE
RATING



**TEKNACK
2024**

JANE JIVE



JANE JIVE

LEANDER BRAGANZA, PRAKHAR SHARMA,
MELWIN LEWIS

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INSTAGRAM
LIKES

4.5

PLAY STORE
RATING



BULLSEYE BLITZ



BULLSEYE BLITZ

ANIKET GUPTA, RAHUL SHRIVASTAV, ARYAN GONSALVES



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50+

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INSTAGRAM
LIKES

5

PLAY STORE
RATING



**TEKNACK
2024**

GAMEOGALAXY



GAMEOGALAXY

HARSH CHAUDHARI, HARSHAVARDHAN B,
SAHIL SANGHVI



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INSTAGRAM
LIKES

5

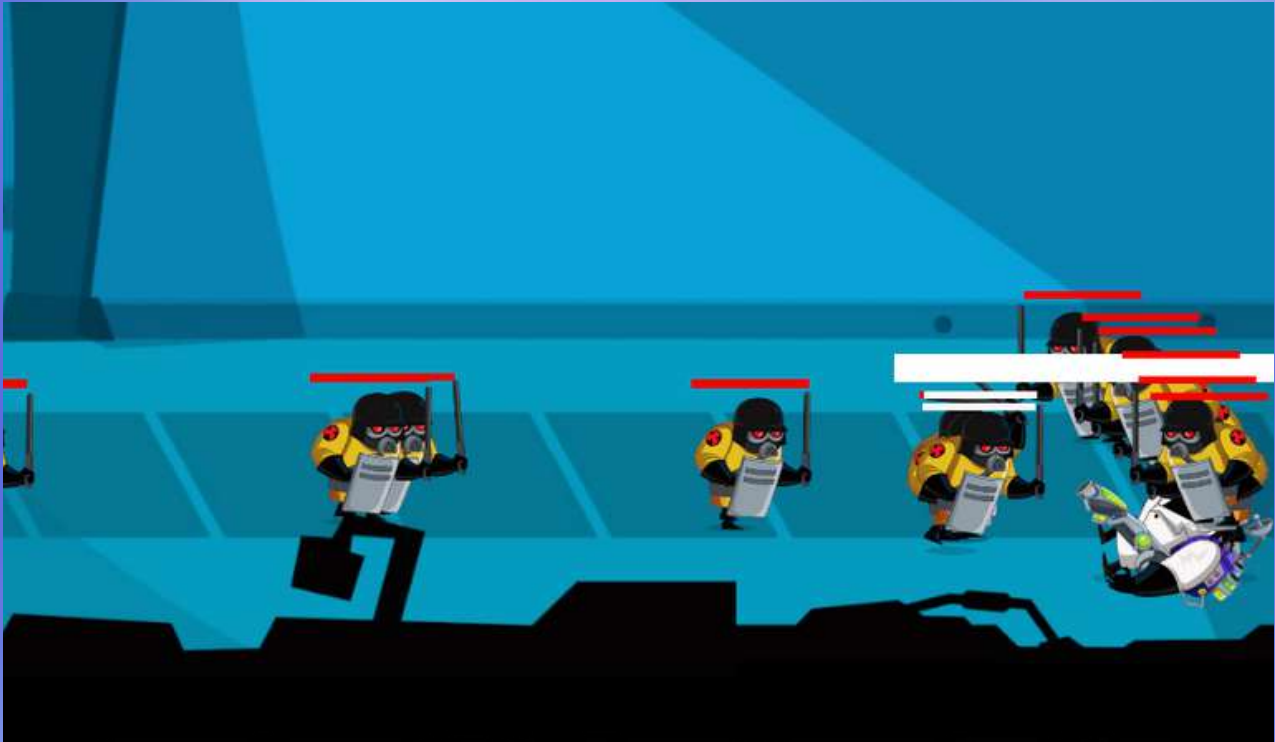
PLAY STORE
RATING



**TEKNACK
2024**

GA
ME
S

MAD MEDICAL MAYHEM



MAD MEDICAL MAYHEM

AARADHYA DEOTALE, SHANAYA CARVALHO



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available on
itch.io

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PLAY STORE
DOWNLOADS

41

INSTAGRAM
LIKES

5

PLAY STORE
RATING



**TEKNACK
2024**

GA
ME
S

FLAPPY ROCKET

GAMES



FLAPPY ROCKET

ANUSHKA POOJARI, ARNAV SAWANT, SANA NADULKERI



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80+

PLAY STORE
DOWNLOADS

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INSTAGRAM
LIKES

5

PLAY STORE
RATING



**TEKNACK
2024**

ABYSSAL RUINS

GA
ME
S



ABYSSAL RUINS

ANDRE FERNANDES, SUYASH KADAM,
JOWIN PAULOSE



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80+

PLAY STORE
DOWNLOADS

35

INSTAGRAM
LIKES

4.33

PLAY STORE
RATING



**TEKNACK
2024**

MEMORY BLOOM

GA
ME
S



MEMORY BLOOM

ANDRE FERNANDES, SUYASH KADAM,
JOWIN PAULOSE



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70+

PLAY STORE
DOWNLOADS

35

INSTAGRAM
LIKES

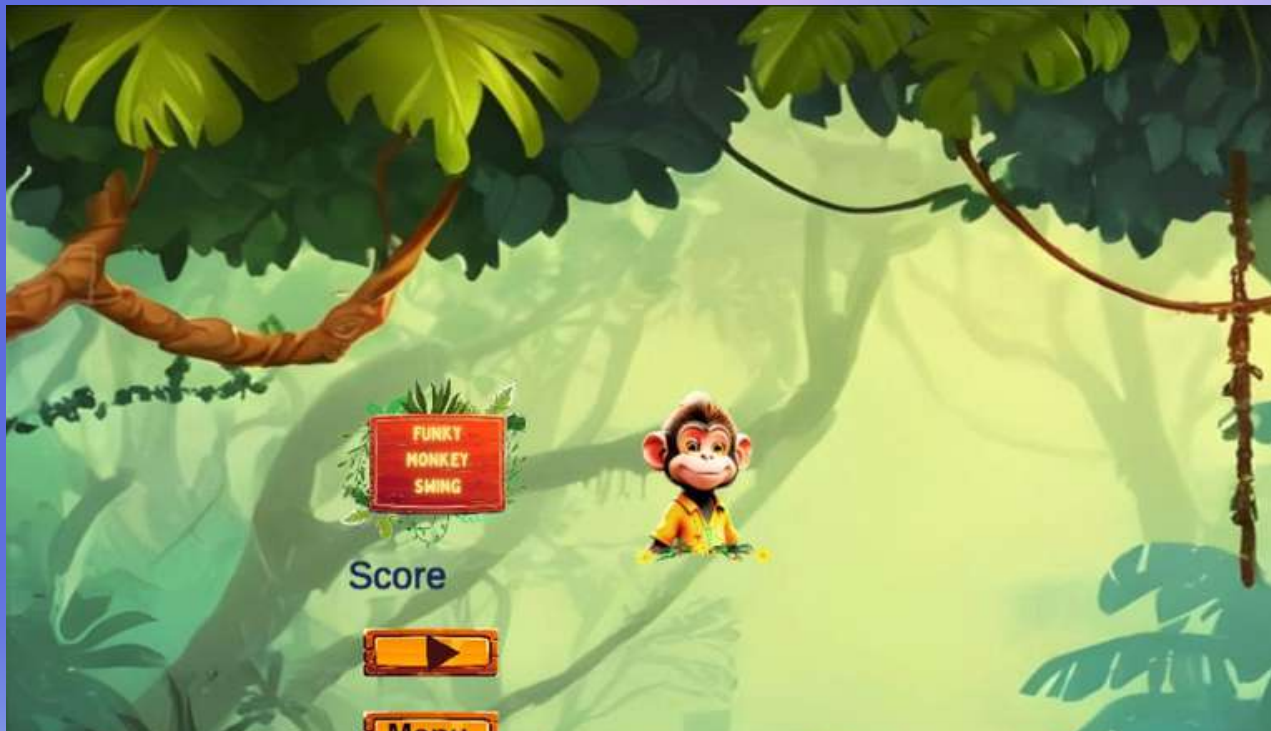
5

PLAY STORE
RATING



**TEKNACK
2024**

FUNKY MONKEY SWING



FUNKY MONKEY SWING

SHAIZY SHAIKH, IQRA SHAIKH



TEKNACK 2024

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70+

PLAY STORE
DOWNLOADS

35

INSTAGRAM
LIKES

5

PLAY STORE
RATING



**TEKNACK
2024**

HIGHLIGHTS



To elevate Teknack this year, ACM at DBIT partnered with Game Institute India to offer a workshop on mobile game development using Unity Engine. The two-day workshop was open to students from DBIT and other engineering colleges, both online and in person.

During Teknack, the games developed in the workshop were showcased, attracting students from DBIT and local schools. Inspired by last year's success, guests were given passports to collect stamps while exploring the event. These passports not only guided them through the games but also offered a chance to win electronic prizes.

In addition to the showcased games, Teknack featured various fun Mini-games for people of all ages to enjoy together, fostering a sense of community and excitement throughout the event.

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Mr. Sean D'cruz



Mr. Vignesh Sundaram

AWARD CATEGORIES



Best Game UI

Awarded to the game with the best overall UI, consistent interface, and an environment that is appealing to the end user.

Best Gameplay


Awarded to the game with the least glitches, smooth gameplay and animations, Fluid navigations between scenes and button clicks, proper gameplay mechanics and controls, and overall execution.

Best Game Concept

Awarded to the game with the best concept which is unique but at the same time should be designed and planned well with best execution.

People's Choice Award

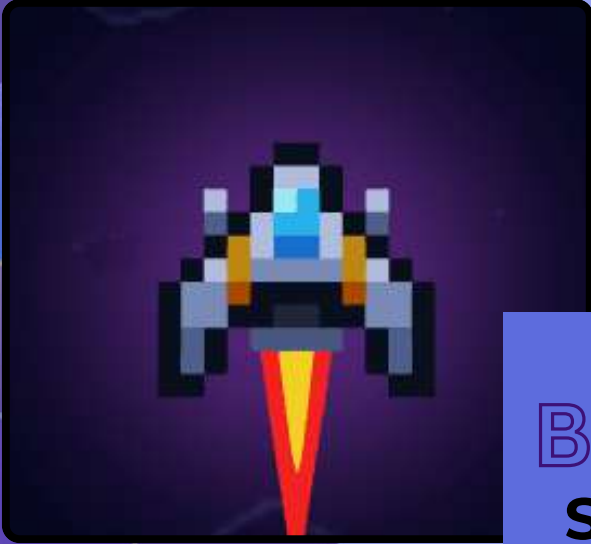
The winner of this award is chosen by the audience. This award is decided by a 50-50 rule. 50% based on downloads on Play Store and 50% depending upon the poll result.



FELICITATION CEREMONY



DEVELOPER'S AWARD



BEST GAMEPLAY
STARFALL: ODYSSEY

RAGHAV GOHIL
SAHIL KHUDE
NISHITH LOPEZ



BEST CONCEPT
CIRCLE SMASH

JESS JOHN

DEVELOPER'S AWARD



BEST GAME UI
RINA: THE LOST SOUL

NATHAN PIMENTA
ARKAPRABHA GHOSH
SHAUN RODRIGUES



PEOPLE'S CHOICE
BLOCKADE BRIO

SHWETA NADAR

CRITERIA FOR AWARDS



Mr. Grejo Joby

SWE
@MEDIA.NET



Mr. Hariharan Iyer

UI DESIGNER
@ZEUS LEARNING



Mr. Sean D'cruz

CUSTOMER EXPERIENCE
MANAGER @ATLAN

Every game published on the Google Play Store was played and rated by our esteemed jury on a scale of 1 to 20 for the different award categories. An average score of the three jurors was considered to decide the winners.

The People's Choice Award was chosen based on the average no. of downloads on Google Play Store and likes on Instagram Game posters.

DEVELOPER'S STORY

“

I'm delighted to share my incredible journey at Teknack, where I crafted an enthralling platformer game called 'Circle Smash'. Immersing myself in the creative process, I devoted countless hours to meticulously designing the game mechanics and infusing the game with an engaging musical score. Striking the perfect balance between challenge and enjoyment was a significant hurdle, but I tirelessly play-tested the game, fine-tuning the difficulty curve until it was seamlessly calibrated.

At the Teknack showcase, I was overjoyed when 'Circle Smash' was honored with the prestigious 'Best Game Concept' award, a testament to the creativity and hard work poured into its development. This experience was an invaluable learning opportunity, honing my skills in game development, communication, and teamwork.

Looking back, I am filled with immense pride for what I accomplished through Teknack. The event provided an excellent platform for personal growth, learning, and pushing the boundaries of my abilities. Participating in this event was a fantastic way to challenge myself, unleash my creativity, and craft something truly remarkable that I can take pride in for years to come.

”

Jess John
Circle Smash

DEVELOPER'S STORY

“

I'm thrilled to share the journey of creating our game —a journey filled with challenges, and collaboration. From coding bugs to creating the platform, each obstacle pushed us to grow and learn. But with my team and the support of our mentor, we brought our vision to life.

Our game Nova Infestation was not just a game for us but an experience discussing the idea of how we wanted it and what we want was tiring but fun and in the end looking at the game after it was developed was truly a feeling I'll never forget. For us, Teknack was a platform that helped us build confidence and enhance the college experience.

”

John Joy
Nova Infestation

DEVELOPER'S STORY

“

I'm grateful to share my fabulous experience at Teknack, reflecting on an exhilarating journey filled with learning, perseverance, and triumph, crafting "Blockade Brio" was a labor of love, with every line of code in C# bringing me closer to realizing my vision. Meticulously penning scripts and selecting the perfect melodies for gameplay, each trial run unveiled new challenges to conquer.

However, amidst the debugging and refining process, a shining moment awaited at Teknack – a platform brimming with eager minds and boundless creativity. Sharing my creation with such a vibrant audience was a joy, but clinching "The People's Choice Award" surpassed my wildest dreams. This experience wasn't just about game development; it was a masterclass in teamwork, communication, and personal growth. From debugging errors to fine-tuning gameplay mechanics, every obstacle transformed into a valuable lesson. Immensely proud of my achievement, I extend heartfelt gratitude to Teknack for providing the stage to shine.

Participating in this event pushed me beyond my comfort zone, igniting a passion for exploration and innovation that will fuel my journey forward. Today, I celebrate not just a victory, but the invaluable lessons and skills gained along the way. Thank you, Teknack, for fostering a community where dreams become reality, and passion knows no bounds.

”

Shweta Nadar
Blockade Brio

ACKNOWLEDGEMENT



To all the Fathers and the Principal,

We want to express our heartfelt gratitude for your unwavering support and encouragement throughout our journey. Your invaluable contributions have played a pivotal role in the success of Teknack 2024. Thank you for being an integral part of our journey.

ACKNOWLEDGEMENT



To Imran sir,

(ACM-DBIT Faculty coordinator)

We extend our deepest appreciation for your steadfast dedication and guidance as the Faculty Coordinator of ACM. Your unwavering commitment has been the cornerstone of our success. Without your constant encouragement and belief in our abilities, none of this would have been possible. Teknack stands as a testament to your leadership and mentorship.

Thank you for being the driving force behind ACM. We are truly fortunate to have you as our mentor.

ACKNOWLEDGEMENT



To our faculty,

We extend our heartfelt gratitude for your support during Teknack 2024. Your attendance significantly contributed to the event's success, encouraging fellow students to engage and participate actively.

Thank you for your commitment to advancing our academic community through your involvement in Teknack.

TEKNACK CORE TEAM'24



22/02/2024

LEANDER BRAGANZA
JOSHUA MENEZES
AAROL D'SOUZA
NIRAJ PINGALE
ANANYA SOLANKI
YASHAS KHOT
SHWETA NADAR
MANUEL FERRERIA
SIDDHI GADGE
NICOLE SALDANHA
SHANAYA CARVALHO
MANISH PATIL
DARYL RAJ

SUSANNE LOBO
SAHIL DAVKHAR
SHAUN MENEZES
RIA D'COSTA
TANISHA RAORANE
ERICA PRASAD
KENNETH ORNELLO
RUCHA TATKARE
LEONA VARGHESE
SASHA REBELLO
SMRITI SUNIL
SIDDHARTH DHAIGUDE
GRACE LEWIS
PRATIK DAGA



SEE YOU AT TEKNACK 2025



ACM - DBIT