The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

Computer Engineering

Report on – TEKNACK'25 IDEATION MEET

Title: ***TEKNACK'25 IDEATION MEET***

Date: 1st November 2024
Time: 11:00 a.m. – 5:40 p.m.
Venue: GOOGLE MEET

Target Audience: S.E., T.E. and B.E

No. of Participants Present: 104

No. of Girl Participants Present: 40

No. of Boy Participants Present: 64

Resource Person: Mr. Joshua Menezes
Organization of Recourse Person: ACM Student Chapter
Organizing Department / Committee / Authority: ACM Student Chapter,
Faculty Coordinator: Ms. Priya Kaul

Objectives:

- To inspire participants to think creatively and develop unique game concepts that showcase their originality and problem-solving skills.
- To offer constructive feedback on game ideas, helping participants understand the feasibility and impact of their concepts.
- To emphasize the importance of gamification in enhancing player engagement, encouraging teams to incorporate interactive and rewarding elements in their designs.

Outcomes:

- Participants left with improved game ideas, incorporating the panel's feedback to enhance creativity, technical feasibility, and player experience.
- Teams gained practical insights into gamification strategies and ways to effectively integrate them into game design, which will help increase user engagement.
- The meet provided participants with a structured plan and actionable steps for refining and advancing their projects towards development.

Detailed Report:

On 1st of November 2024, ACM DBIT organized an Ideation Meet to advance game development ideas among student teams. The session aimed to encourage innovation and provide expert feedback on concept viability, with a strong emphasis on incorporating gamification. The meet was structured into two batches, each presenting their ideas to distinct panels of reviewers.

The ideation meet was conducted in two batches to accommodate the large number of participating teams, which ranged from Team 1 to Team 44.

Batch 1: Teams 1 to 21 presented in the morning session, starting at 11:00 AM.

Batch 2: Teams 22 to 44 presented in the afternoon session, starting at 1:30 PM.

Each team prepared three unique game concepts and one gamification idea to showcase before the panel. Additionally, teams were encouraged to focus gamification elements, aiming to increase engagement and player experience.

The panels, each composed of distinguished members with expertise in game design and technical innovation, provided valuable feedback and recommendations on the feasibility, creativity, and potential impact of each presented idea.

Panel 1 (Morning Session): Included Nathan Pimenta, Sahil Singh, Suyash Kadam, Figo Fernandes, and Andre Fernandes.

Panel 2 (Afternoon Session): Included Jowin Paulose, Yashas Khot, Jess John, Isteqali Khan, and Siddarth Gosavi.

After each presentation, panel members gave insights on how to refine the concepts, identifying strengths and suggesting improvements. They discussed which ideas seemed most promising and offered guidance on technical and creative aspects to consider in the development phase.

A significant part of the session involved teams presenting their gamification strategies. The panel reviewed these ideas, providing constructive criticism and sharing innovative ways to enhance player engagement through gamification. This aspect of the meet underscored the focus on practical applications of game mechanics to foster an engaging user experience.

The ideation meet concluded at 5:40 PM, marking a productive day filled with creative discussions and expert feedback. Participants left with clear insights and actionable guidance to refine their game concepts, enhancing both their technical and creative approaches to game development.

The ACM DBIT Ideation Meet served as an invaluable opportunity for participants to gain practical advice from experts, setting a strong foundation for the next stages of game design and development.

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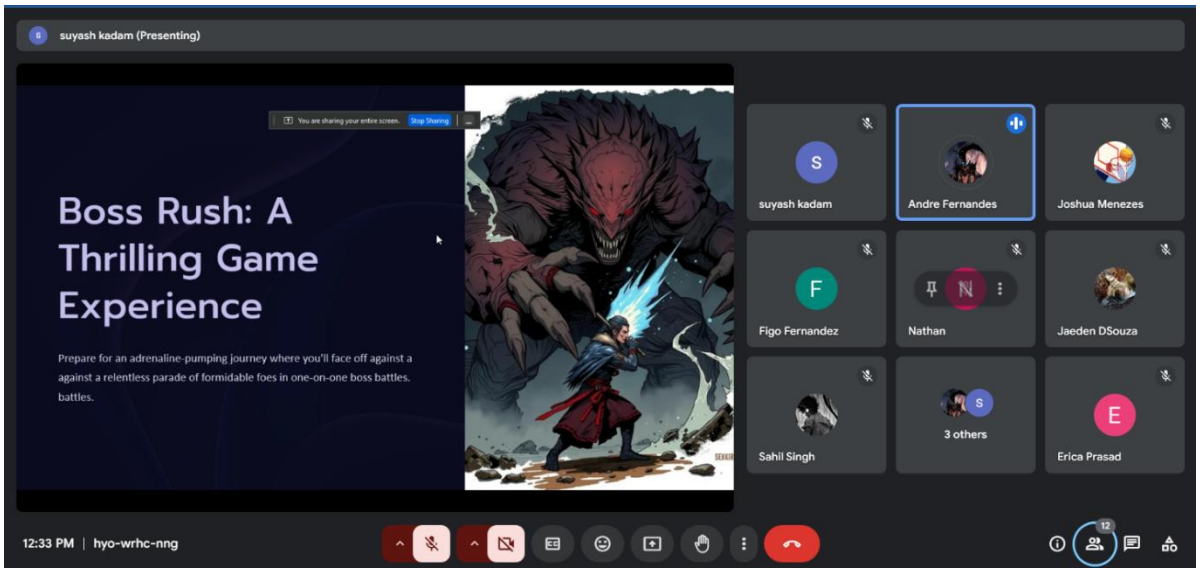
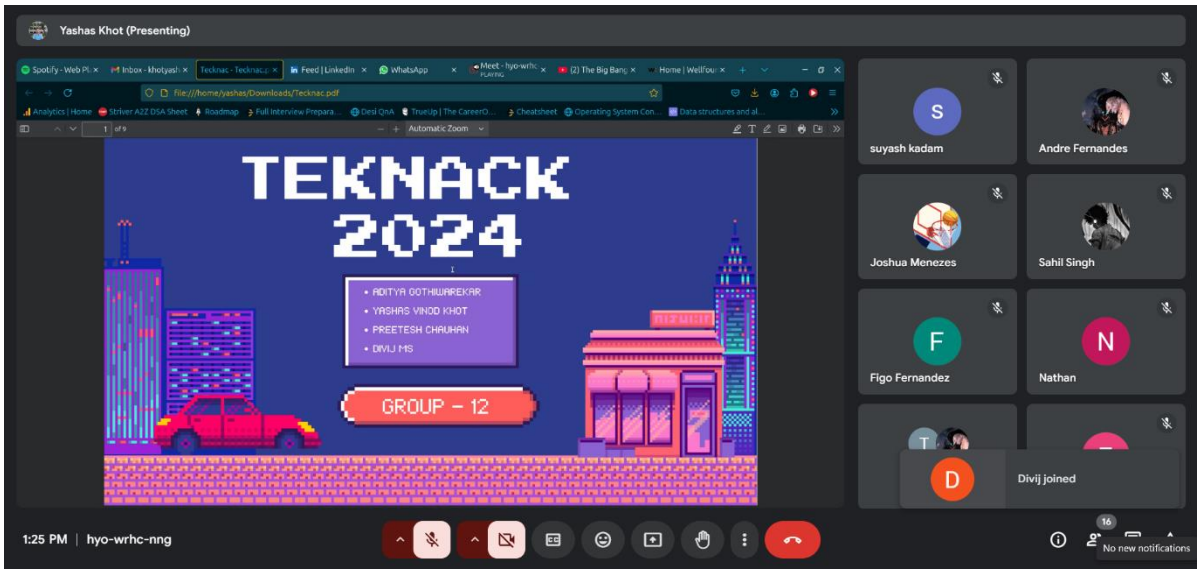
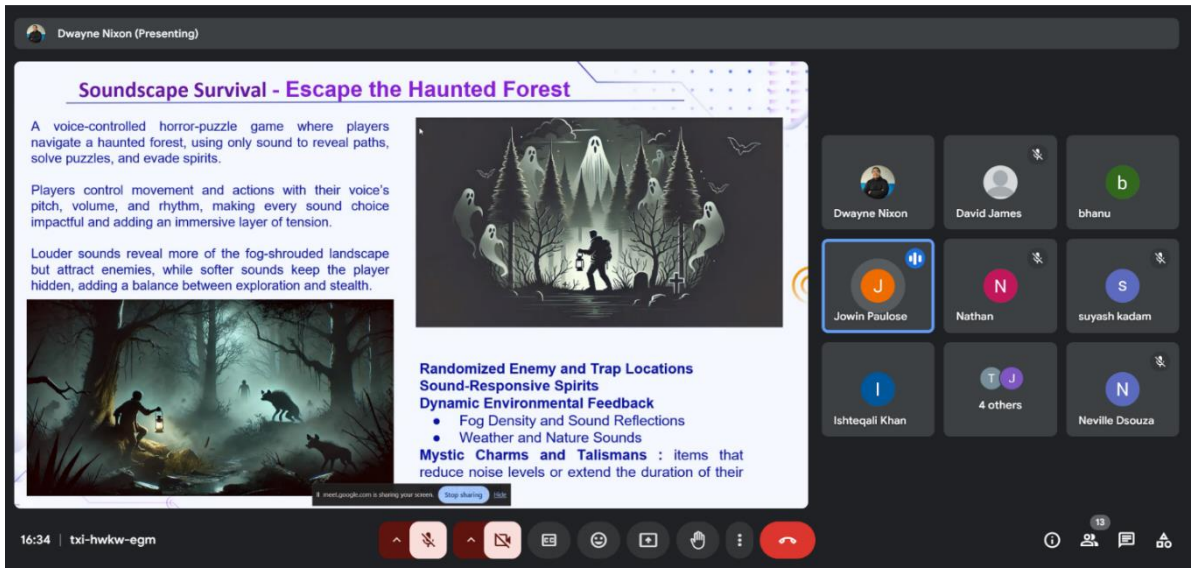
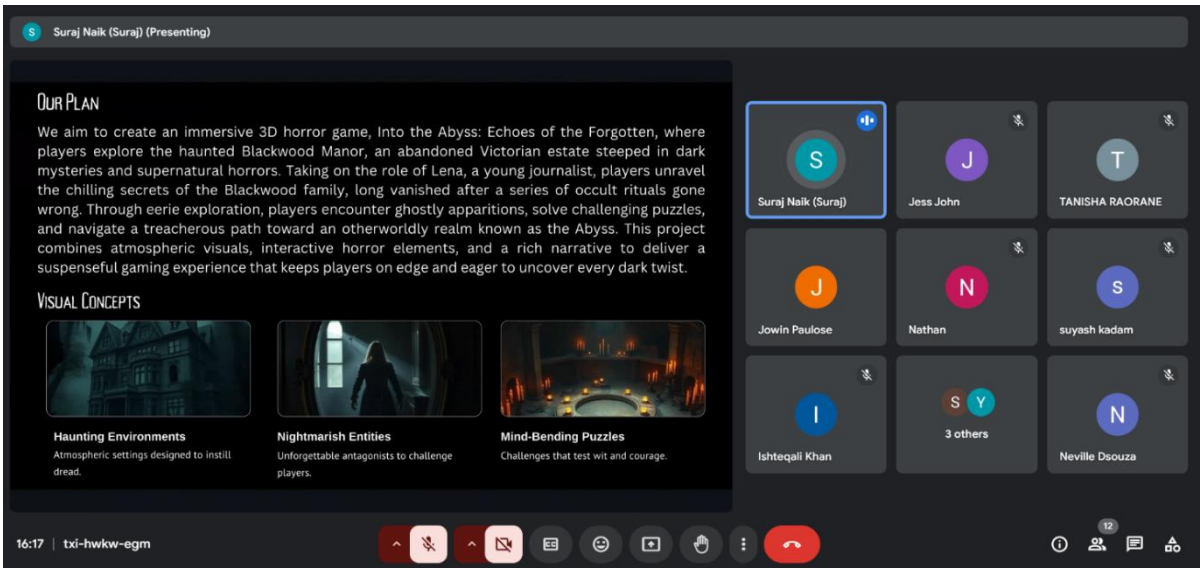
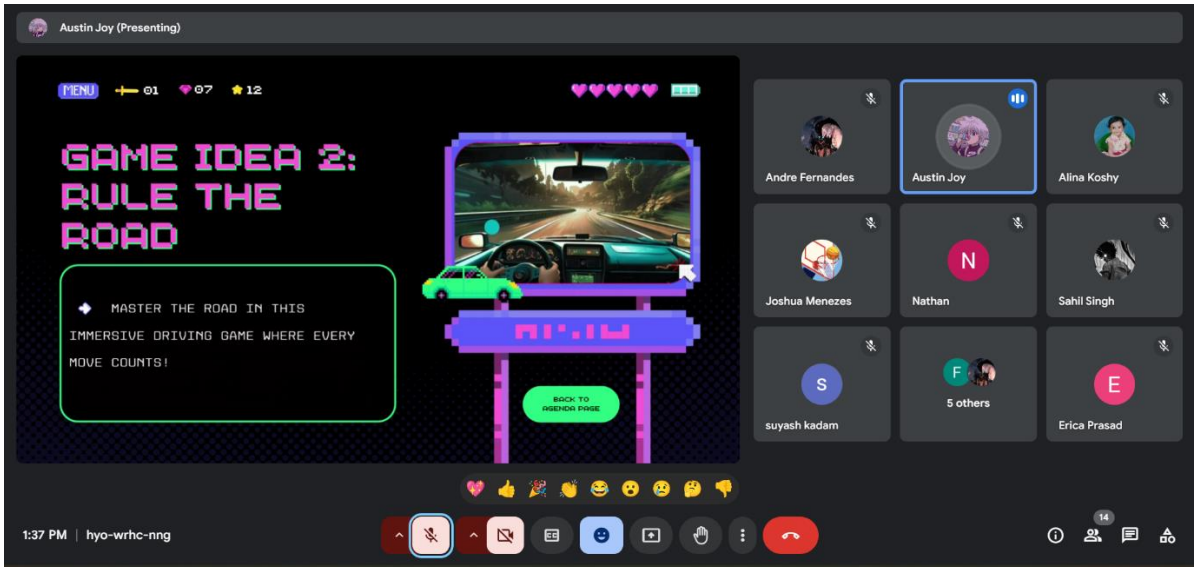
Snapshots of the event:






Dwayne Nixon (Presenting)
Soundscape Survival - Escape the Haunted Forest
A voice-controlled horror-puzzle game where players navigate a haunted forest, using only sound to reveal paths, solve puzzles, and evade spirits.
Players control movement and actions with their voice's pitch, volume, and rhythm, making every sound choice impactful and adding an immersive layer of tension.
Louder sounds reveal more of the fog-shrouded landscape but attract enemies, while softer sounds keep the player hidden, adding a balance between exploration and stealth.
Randomized Enemy and Trap Locations
Sound-Responsive Spirits
Dynamic Environmental Feedback
Fog Density and Sound Reflections
Weather and Nature Sounds
Mystic Charms and Talismans : items that reduce noise levels or extend the duration of their
Dwayne Nixon
David James
bhanu
Jowin Paulose
Nathan
suyash kadam
Ishteqali Khan
4 others
Neville Dsouza
16:34 | txi-hwkw-egm


Suraj Naik (Suraj) (Presenting)
Our Plan
We aim to create an immersive 3D horror game, Into the Abyss: Echoes of the Forgotten, where players explore the haunted Blackwood Manor, an abandoned Victorian estate steeped in dark mysteries and supernatural horrors. Taking on the role of Lena, a young journalist, players unravel the chilling secrets of the Blackwood family, long vanished after a series of occult rituals gone wrong. Through eerie exploration, players encounter ghostly apparitions, solve challenging puzzles, and navigate a treacherous path toward an otherworldly realm known as the Abyss. This project combines atmospheric visuals, interactive horror elements, and a rich narrative to deliver a suspenseful gaming experience that keeps players on edge and eager to uncover every dark twist.
Visual Concepts
Haunting Environments
Atmospheric settings designed to instill dread.
Nightmarish Entities
Unforgettable antagonists to challenge players.
Mind-Bending Puzzles
Challenges that test wit and courage.
Suraj Naik (Suraj)
Jess John
TANISHA RAORANE
Jowin Paulose
Nathan
suyash kadam
Ishteqali Khan
3 others
Neville Dsouza
16:17 | txi-hwkw-egm


Austin Joy (Presenting)
MENU
GAME IDEA 2: RULE THE ROAD
MASTER THE ROAD IN THIS IMMERSIVE DRIVING GAME WHERE EVERY MOVE COUNTS!
BACK TO AGENDA PAGE
Andre Fernandes
Austin Joy
Alina Koshy
Joshua Menezes
Nathan
Sahil Singh
suyash kadam
5 others
Erica Prasad
1:37 PM | hyo-wrhc-nng

Social Media Links:

ACM-DBIT:

LinkedIn: https://www.linkedin.com/company/acm-dbit/

Instagram: https://www.instagram.com/acmdbit/

Facebook: https://www.facebook.com/ACMDBIT/

Registration Details:

In case the event is open for non-DBIT students:

No. of DBIT Students: 104
No. of non-DBIT students: 0

Include list of students who attended the event.

S.No.	Name	Department
1	Aditya Gothiwarekar	IT
2	Aditya Kate	COMPS
3	Alina Koshy	COMPS
4	Alston Damian Coelho	IT
5	Alvin Joseph	COMPS
6	Archit Mahajan	COMPS
7	Arkhaprabha Ghosh	COMPS
8	Amisha Verma	COMPS
9	Andre Marshal Fernandes	COMPS
10	Ankita Milind Gadre	COMPS
11	Ansari Fauzn	COMPS
12	Ansh Gharat	COMPS
13	Anusha Shibu	COMPS
14	Ashita Salis	COMPS
15	Ashna Brito	IT
16	Asma Sayed	COMPS
17	Atif Sayed	COMPS
18	Austin Joy	COMPS
19	Bhanudas patil	COMPS

20	Bhaven Bhole	COMPS
21	Bhumi kadam	COMPS
22	Blossom Felix Fernandes	EXTC
23	Cherlin Lobo	COMPS
24	Clarissa Dsouza	COMPS
25	Conrad Rodrigues	COMPS
26	Daniel Sebastian	EXTC
27	David James Eluvathingal	COMPS
28	Dhaneshwari tendle	IT
29	Divij Sarkale	IT
30	Dwayne George Nixon	COMPS
31	Erica Prasad	COMPS
32	FEBIN RAJU	COMPS
33	Gargi Shringare	COMPS
34	Harsh Amrute	COMPS
35	Harshal Nandu Bhosale	COMPS
36	Harshit	COMPS
37	Hassan Khan	COMPS
38	Ian Honey	COMPS
39	Ibrahim Dafedar	COMPS
40	Irfan Jafri	COMPS
41	Isha Sairaj Samant	COMPS
42	Ishteqali khan	COMPS
43	Jaden Fernandes	COMPS
44	Jaeden Dsouza	MECH
45	Jaeden Lourenco Pereira	COMPS
46	Janice Aldrin Miranda	COMPS
47	Jean	COMPS
48	Johan Fernandes	COMPS
49	John Joy	IT
50	Jowin Paulose	COMPS
51	Kadam Suyash Sanjay	COMPS
52	Keshav Prajapati	COMPS
53	Krisha Hannah Barretto	COMPS
54	Krishna Sachin Patel	COMPS
55	Liston D'Souza	COMPS
56	Melvin Antony	COMPS
57	Merina Thoppil	COMPS
58	Narendra Chakraborty	IT
59	Nathan Nelson Pimenta	COMPS
60	Navya Vinod Nair	COMPS

61	Nazeefa Mohammed Ahsan Hussain	COMPS
62	Neville Dsouza	COMPS
63	Nicole Lourdes Pereira	COMPS
64	Niranjar dhonkar	COMPS
65	Omkar bansode	COMPS
66	Owais Edroos	COMPS
67	Paul Subhashmani	COMPS
68	Pranit Dinesh Chiman	COMPS
69	Prasenjit Kole	MECH
70	Pratham jhungare	IT
71	Preetesh Chauhan	IT
72	Rajdeep Kadam	COMPS
73	Rakesh Chaudhary	COMPS
74	Ralston Dsouza	COMPS
75	Ramya Kulkarni	COMPS
76	Rhea Paul	COMPS
77	Risa Mathew	IT
78	Roshell Moses Miranda	IT
79	Rucha Tatkare	COMPS
80	Rugved Shinde	COMPS
81	Salvi Vaz	COMPS
82	Samantha Anthony	COMPS
83	Samara Nazareth	COMPS
84	Saumya Mukulanand Onnya	COMPS
85	Sayali Kulkarni	COMPS
86	Shariya Aijaz Ansari	IT
87	Sharon Louis	COMPS
88	Shaun Menezes	COMPS
89	Shaun Rodrigues	COMPS
90	Sheryl Sunil Neluballi	COMPS
91	Shraddha Desai	COMPS
92	Shravani Dilip Pokale	COMPS
93	Siddharth Gosavi	COMPS
94	Siddhesh Avinash Bangar	COMPS
95	Smrutishree	COMPS
96	Sookret Kandpal	COMPS
97	Steve Serrao	COMPS
98	Suraj Rajesh Naik	COMPS
99	Susanne Lobo	COMPS
100	Tanisha Raorane	COMPS

101	Tushita Prashant Patil	COMPS
102	Yashas Khot	IT
103	Yashi Vishwakant Nimje	EXTC
104	Yogesh Sunil Bute	COMPS

Report Prepared By:

Name of the Student: Mr. Neville D'Souza

Post of the student: Asst. Admin Head (ACM-DBIT)

Report Approved By:

Name of the Faculty: Ms. Priya Kaul

Post of the Faculty: Faculty Coordinator (ACM -DBIT)