

YOUR FIRST HOUR.

A shared theme. A short deadline. A game people can play. Start by proving one interaction, then build the smallest complete experience around it.

00-10

CHOOSE

Describe what the player does and what makes it interesting. Sketch it before opening a new project.

10-25

AGREE

Define one goal, a finish condition, and the next task each teammate owns.

25-45

BUILD

Use blocks and placeholders. Connect input, a response, and a goal. Get an ugly playable running.

45-60

PLAY

Put it in someone else's hands. Watch without coaching. Pick one thing to change, then test again.

KEEP IT FINISHABLE.

ONE COMPLETE LOOP

The player acts. The game responds. There is a goal, a result, and a way to try again. Finish that loop before adding another system.

A USEFUL ONE-SENTENCE PITCH

"The player [does an action] to [reach a goal], but [something gets in the way]." If you cannot describe the smallest version, make the idea smaller.

INTEGRATE EARLY

Use version control. Keep a working build before a risky change. Agree on file names and scene ownership. Merge small tasks regularly and run the combined game.

MAKE A "LATER" LIST

Extra levels, elaborate menus, online features, and custom art can wait until the smallest game works. Test an export on day one.

ASK A MENTOR WITH CONTEXT

The goal: "Here is what we want the player to do."

The problem: "This is what happens instead."

The attempt: "Here is what we have already tried."

The next step: "What should we test next?"

03 / FEEDBACK YOU CAN USE

PLAY. LISTEN. IMPROVE.

WATCH. ASK. CHANGE.

Give someone the controls and a goal. Watch where they hesitate. Ask what they thought they had to do. Fix one observed problem and test again.

SOUND THAT EXPLAINS THE GAME

Start with an action, success, failure, and an urgent warning. Trigger sounds from game events, not every frame. Give repeated sounds a cooldown or a few variations.

MAKE THE IMPORTANT THING AUDIBLE

Keep music below critical feedback. Test on ordinary speakers. Pair audio cues with visual feedback so sound is not the only signal.

MAKE THE DEMO EASY TO FOLLOW

Explain the controls, show one complete gameplay moment, and describe your theme interpretation. Keep a backup recording and test the demo machine.

BUILD YOUR CREDITS AS YOU BUILD

For each reused asset, save its name, creator, original URL, license, and required attribution. Ask an organizer for the event policy on pre-made code, assets, and AI tools.

YOUR RESOURCE INVENTORY.

GODOT / YOUR FIRST 2D GAME

A complete small project: movement, enemies, score, and a game loop.

UNITY ESSENTIALS

Scenes, components, scripting, audio, and builds. Pick relevant modules.

UNREAL / NEW USERS

Programmer and designer tracks, from project setup to packaging.

PHASER / FIRST BROWSER GAME

A JavaScript platform game tutorial for Phaser 3. Match the version.

KENNEY / ASSET LIBRARY

Coherent 2D, 3D, UI, and audio packs. Keep your chosen pack's license.

JSFXR / QUICK SOUND EFFECTS

Generate a jump, pickup, hit, or laser sound. Export a WAV.

BEEPBOX / MUSIC LOOPS

Sketch music in your browser. Save the song URL.

ITCH.IO / WEB GAME UPLOADS

Package a browser game and test the published page in a private window.

More art, audio, accessibility, and export resources:

checkpoint.reboot01.com/resources

CHECKPOINT CLEARED?

- ☐ The game opens on a second device.
- ☐ The goal and controls are clear without coaching.
- ☐ A player can finish one complete gameplay loop.
- ☐ The link works in a private browser window.
- ☐ Downloads include platform and launch instructions.
- ☐ Credits list the creators, sources, and licenses.
- ☐ There is a backup build and a short demo recording.

SAVE YOUR SUBMISSION

Your team lead adds the playable link, platform, controls, and credits in the team workspace. Update the same submission when you have a new build. Confirm the final cutoff and demo format with the organizers.

THE FINALE / 21 OCTOBER

6:30 PM: finale. 7:30 PM: winner announcement.
All event times are Bahrain time (GMT+3).

19-21 OCTOBER 2026

REBOOT CODING INSTITUTE