2026 / COMPETITION RULEBOOK

Jones's Bizarre Adventure

Hobler / Lambert / Albermarle / Ettl

Four Houses. Four original games. One shared website.

FORMAT	One team and one game per House; no team size limit.
DURATION	Approximately three weeks between Thanksgiving and Christmas.
DATES	Kickoff, checkpoints, final deadline, and showcase: To Be Announced.

The competition theme will be announced at the official kickoff.

COMPETITION COORDINATION

Refract Team

PARTICIPATING ORGANIZATIONS

PRISMS and 识构智能科技（上海）有限公司

Formal organizational roles remain under discussion.

01 / THE COMPETITION

Teams, entries, and timing

01 House teams

Hobler, Lambert, Albermarle, and Ettl will each form one team and submit one game. There is no limit on team size. Each House will work through its existing House leadership.

Participation is intended to be compulsory, subject to PRISMS scheduling and school arrangements. Students may contribute through programming, design, art, music, writing, testing, or other roles.

02 The game

Each House will develop an independent game. The four entries will be available through a game-selection menu on one shared website; they do not need to form a continuous story.

All Houses will receive the same theme at the official kickoff. Teams may interpret it in any way and choose any game genre.

Each game should offer approximately 10 minutes of gameplay and have a recognizable ending or success condition. Ten minutes is a guideline, not a strict limit.

03 When work may begin

The competition will run for approximately three weeks between Thanksgiving and Christmas. The Refract Team and PRISMS will announce the exact dates and deadlines. Until then, the kickoff date, weekly checkpoint deadlines, final submission deadline, and showcase date are To Be Announced.

Teams must not begin developing their competition entries before the official start. Learning Python, Pygame, and other general development tools beforehand is permitted. Creating competition-specific code, designs, or assets beforehand is not.

Once the competition begins, teams may work freely, including evenings, weekends, and Thanksgiving break. The competition places no restrictions on when or how long teams may develop during that period.

02 / DEVELOPMENT RULES

Technology, AI, and help

04 Technical requirements

Games must be written in Python. Pygame-CE and Pygbag are the proposed shared framework and browser-deployment tools, subject to practical compatibility testing. Teams will build their own games following the common technical standards established by the organizers.

The shared website will be hosted on the school's local server and accessed through the school network. Games will be demonstrated on a Mac connected to an arcade controller.

Core gameplay must work with one directional joystick and eight action buttons, without requiring a keyboard or mouse. Houses may assign their own functions to the eight buttons, but must explain the controls to players.

All Houses may use the arcade controller for testing. Access is self-organized, with no designated testing sessions or competition-imposed time limits. Organizers will test the controller, browser, and hosting arrangements before the competition.

05 AI, existing resources, and outside help

AI assistance is fully permitted and encouraged. Teams may use AI to generate code, art, music, dialogue, gameplay systems, and other components. The core creative concept should originate with the team. No AI usage disclosure is required.

Open-source libraries, templates, legally usable assets, and other existing resources are allowed. Directly reusing or modifying a complete preexisting game as the competition entry is prohibited.

Teams may seek help from teachers, parents, friends, alumni, professional developers, and other students. Collaboration and resource sharing are permitted. Teachers may directly contribute code, design, and other work to their own House teams.

Mr. Jones will remain neutral as judge and will not directly contribute to any House's development.

03 / DEVELOPMENT SCHEDULE

Checkpoints and records

06 Contribution records and credits

Each House should maintain a Google Doc or equivalent contribution record describing student and teacher participation. Include credits for external assets where appropriate.

GitHub commit history should reflect development work by both students and teachers. Art, writing, design, testing, and other non-programming contributions may be recorded in the contribution document. AI usage disclosure is not required.

Games must remain appropriate for an ordinary school audience.

07 The three-week schedule

Each House submits its progress weekly. Organizers will review each checkpoint submission and provide feedback. Exact checkpoint dates and deadlines are To Be Announced.

Week 1 - Concept and planning

Submit the following:

- The game concept and its interpretation of the theme.
- The proposed design and gameplay mechanics.
- Team members' roles and responsibilities.
- The GitHub repository.

Week 2 - Playable prototype

Submit a functional prototype showing the complete core gameplay loop. GitHub activity should show the development progress made since the first checkpoint.

Week 3 - Final game

Complete the gameplay and content, polish the controls, visuals, and sound, test the game, and fix bugs. Submit the finished game through the completed GitHub repository.

04 / SUBMISSION AND JUDGING

Final entries and showcase

08 Submitting and integrating the game

Each House must submit its GitHub repository. Repositories may be public or private. For a private repository, the Refract organizing team must be given access.

Provide enough information for organizers to run and integrate the game. A README is recommended.

After final submission, the Refract organizing team will integrate the games into the shared website and deploy them to the school server. Organizers may make necessary technical changes so games launch, support the controller, and work within the website. These changes must preserve the House's original gameplay and content and should be documented.

09 Showcase and scoring

Each House will give a 3-5 minute pitch, followed by live gameplay and judging by Mr. Jones. There is no separate presentation category. Mr. Jones will determine how to evaluate the following categories:

CATEGORY	POINTS
Creativity	30
Enjoyable Gameplay	25
Polish	20
Technical Achievement	12
Teamwork	8
Development Process	5
Total	100

Games are expected to be complete and functional by the final deadline. If an entry is unfinished or partially broken, Mr. Jones will judge only the portions that function properly. There is no automatic disqualification or additional fixed penalty solely for an incomplete game; nonfunctional features will affect the relevant scoring categories.

05 / DEADLINES AND RESULTS

Deductions and awards

10 Late or missing submissions

For Weeks 1 and 2, use the weekly checkpoint deductions; for Week 3, use the final submission deductions. Apply one lateness tier per milestone. Add deductions across milestones and subtract them from the 100-point score, separately from Development Process. Scores cannot fall below zero.

Weekly checkpoints

LATENESS	DEDUCTION
Up to 24 hours late	2 points
More than 24 hours and up to 48 hours late	4 points
More than 48 hours late	6 points
Still missing when the next checkpoint arrives	8 points

Final submission

LATENESS	DEDUCTION
Up to 24 hours late	5 points
More than 24 hours and up to 48 hours late	10 points
More than 48 hours late	15 points
No final submission by the beginning of the showcase	20 points

Exceptional circumstances will be handled individually if they arise.

11 Rankings, House Points, and decisions

The four Houses will be ranked by their final scores after deductions. Mr. Jones will make the final decisions on House Points allocation, scoring disputes, and relevant judging matters. Winners and House Points will be announced at the showcase.

The House Points distribution will be determined by Mr. Jones. Additional prizes: To Be Announced.