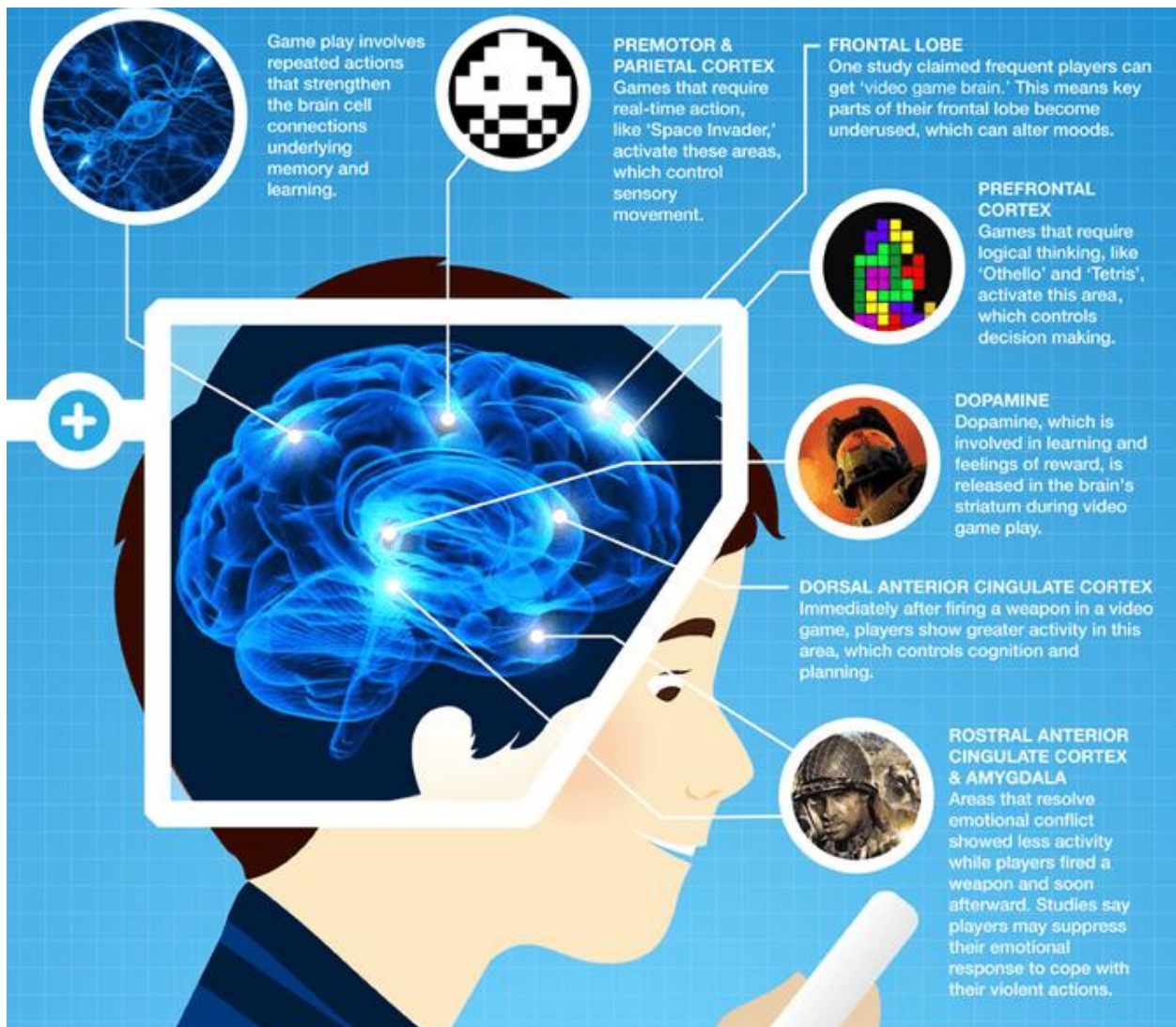# GAMING HOBBY GROUP

IDEA:

We propose the formation of a hobby group with the aim of bringing together the gigantic PC Gaming and development community in IIT-K under one roof. There is a huge fan base of online gaming in our campus and we plan to organize a way to connect them.

Introduction:

Wing 1: Gaming-

Video games share many similarities with traditional games and likely provide similar benefits. Both traditional and video games are fundamentally voluntary in nature, they can include competitive and cooperative objectives, players immerse themselves in pretend worlds that are safe contexts in which negative emotions can be worked out, and games allow a sense of control with just enough unpredictability to feel deep satisfaction and intense pride when formidable goals are finally reached. Yet video games today and those on the radar for development in the near future are also unique forms of play. Video games are socially interactive in a way never before afforded. Increasingly, players are gaming online, with friends, family, and complete strangers, crossing vast geographical distances and blurring not only cultural boundaries but also age and generation gaps, socioeconomic differences, and language barriers.

Why do people play computer games?

➢ Computer games put forward a challenge to the gamers and it becomes their tendency to keep trying unless they beat the challenge, an important psychological skill that is enhanced every time a gamer gets stuck.
➢ Computer games have a knack of bringing people close and make them work as a team. People hone their social skills and learn to work under other guys and lead them as well.
➢ Quick decision making is inexorable and gamers tend to emulate it in real life as well.
➢ There exist many studies which reveal how playing video games can improve reaction time and hand-eye co-ordination.

Games that we plan to include:

➢ **FIFA 15** – An E-Sport on football.
➢ **Age of Empires** – Real- time strategy.
➢ **Blur** – Multiplayer racing video game.
➢ **Call of Duty 4: Modern Warfare** – First person shooter video game.
➢ **Counter Strike 1.6** – First person shooter video game.
➢ **Defense of the Ancients(DOTA) 2** – Multiplayer battle arena video game

Activities:

Members will bring their own computers and the competitions shall be organized in the following way:

➢ **FIFA 15:** 2 teams of 1 / 2 members will face each other for glory.
➢ **Age of Empires:** 2 teams of 5/6 members each, will go face to face.
➢ **Blur –** 5-10 individuals will race against each other for the 1st position.

- ➢ **Call of Duty 4: Modern Warfare** : Teams of 5/6 members each will be pitted against each other in a game mode that will be decided by the team that wins the coin toss before the match.
- ➢ **Counter Strike 1.6:** 2 teams of 5/6 members each, will go face to face.
- ➢ **Defense of the Ancients 2:** 2 teams of 5/6 members each, will go face to face.

Wing 2: Development-

Apart from the vast gaming community of the campus, a lot of students are also interested in coding and designing their own games. This wing will essentially focus on bringing the students involved in the Game development process under one roof.

Potential

- There is no avenue for game development in IITK. Everybody likes to play games but many of them would also like to make their own games. We will reach out to these students.
- A lot of opportunities exist in the gaming sector for developers. We aim to become the go-to place for all people who are even remotely interested in the field of game development.

Initiatives:

- Kaun Banega Crorepati: To begin with, we plan to teach kids basic coding and multimedia skills so that they can build Android and PC versions of the popular and well known flash games like the Kaun Banega Crorepati.
- Unity 3D: Unity 3D is a game engine. We plan to start with Flappy Bird, a very popular mobile game. Basic coding, multimedia and workspace skills will be imparted for this game. Then, we would like to head towards a full blown PC game.
- Summer Project: We will make an advanced PC game during summers.

MANAGEMENT AND WORKING:

- The group will take into consideration the importance of academics of its members.
- The games mentioned above have a huge fan following among the gaming community of IIT-K. It is certain that the turnout for the hobby group will be healthy.
- We'll also organize intra/inter-hall gaming events and development workshops during various intra-IITK festivals.
- The hobby group will meet twice or thrice in the week following the mid semester and end semester exams or during some institute holidays.

- Competitions will be held in the above mentioned games and it will be ensured that they do not go late into the night.
- Any event that will violate the time restrictions of the institute shall either be postponed or scrapped.
- There will be a Prize money and other goodies for winning team and for the best developer.

Proposed leaders for the group:

Gamer's Wing: Mayur Gubrele
Developing Wing: Dil Bag Singh

Students supporting the group:

1. Aman Chaudhary
2. Saket Kumar
3. Tasnim Aziz
4. Gaurav Chawla
5. Pawan Kumawat
6. Vaibhav Vaidya
7. Prateek Kumar Rajput
8. Atul Bishnoi
9. Ujagar Negi
10. Preetansh Goyal
11. Arpit agarwal
12. Pramod Bakolia
13. Abhishek Kulkarni
14. Arvind kumar Malaviya
15. Aman Saxena
16. Shubham Yadav