



FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING
Fr. Agnel Ashram, Bandstand, Bandra (W), Mumbai - 400 050



GDA Council 2025-26 Event Report

Objective:

To inspire, motivate and turn creativity into careers through game development

Senior council:

Ralph Dsouza	Lead
Nathasha Lewis	Co-Lead
Gaurav Nile	Dev-Lead
Swayam Choudhari	Tech-Lead
Rochelle Fernandes	Treasurer & Documentation Head

Junior Council:

Johann Joseph	Jr. Documentation & PR Head
Soham Ajgaonkar	Jr. Game Dev
Nandan Bhawsar	Jr. Animator
Akshat Churi	Jr. Webmaster
Aaron Lobo	Jr. Designer

Faculty Co-ordinator: Heena Pendhari

1. Understanding the Scriptable Worlds: Introduction to Game Development

Event Objective:

To introduce students to the fundamentals of game development and provide exposure to scriptable environments used in modern game design, helping them understand how logic, creativity, and programming combine to build interactive digital experiences.

Date: 14th January 2026

Time: 1:30 PM – 3:30 PM

Target Audience: Students interested in game development, programming, design, and interactive media.

Short Description:

The session was conducted by Mr. Bhargav Santosh Gajare and focused on the basics of scriptable game worlds and how developers create interactive gameplay systems. Students were introduced to real-world game development workflows, scripting concepts, and industry practices. The session helped participants understand how creativity and coding integrate to build engaging digital experiences and encouraged them to explore game development as a technical and creative field.



2. Value Proposition Fit and Business Fit

Event Objective:

To help students understand the importance of aligning innovative ideas with real customer needs and building sustainable business models by learning from real-world startup experiences.

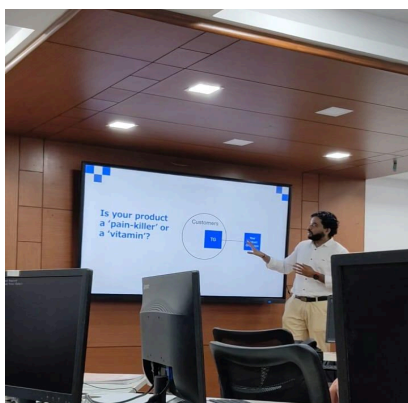
Date: 14th August 2025

Time: 9:45 AM – 10:45 AM

Target Audience: Game developers, designers, innovators, and students interested in entrepreneurship and product development.

Short Description:

The session was conducted by Dr. Sanket Jack in Lab 710 and provided insights into how startups transition from ideas to successful businesses. Through real-world case studies such as Swiggy, Razorpay, OYO, Netflix, Hike, Dunzo, and Tata Nano, students learned the importance of identifying customer pain points and validating solutions early. The talk emphasized that innovation alone is insufficient without strong value proposition fit and business viability, leaving participants with practical frameworks for building impactful and scalable solutions.



3. Cartographer's Quest – Crescendo 2025

Event Objective:

To encourage creativity and teamwork by introducing students to 3D modelling concepts using Blender and enabling them to design structured virtual environments without prior coding experience.

Date: 10th October 2025

Time: 10:00 AM – 12:00 PM

Target Audience: Students interested in 3D modelling, game design, and digital environment creation.

Short Description:

Cartographer's Quest was a hands-on competition where participants created 3D maps using Blender within a limited time frame. Teams explored modelling tools, object manipulation, and scene structuring while being guided by council members. A preparatory Blender workshop was also conducted earlier to help students learn the basics. The event concluded with an online judging session by Mr. Zaid Farooq, who provided valuable feedback, making the activity both educational and engaging.

