



Video Game Design

Location: COS, Visalia CA

Chairman

John Redden

johnr@cos.edu

Professor of Mathematics & Computer Science

CHECK-IN: 9:00 am **CONTEST BEGINS:** 9:15 am

ELIGIBILITY:

Teams of 2 or more are encouraged but not required.

EXPECTATIONS:

1. Student teams will submit a 2D, 3D, or VR video game that they designed and created.
2. Students will submit a 1-page Game Design Document (GDD) with dev. names and school to judges on the day of the event. A short gameplay video is encouraged. (Please bring seven copies of the GDD.)
3. Students will present a 3-7 minute “elevator pitch” explaining their game, design, and implementation processes. A live demonstration is encouraged.
4. Questions about gameplay and development will be asked.

SCOPE OF CONTEST:

Games may be designed using any game engine or programming language. Judges will evaluate the product using the Google Chrome web browser and/or on a PC running the Windows operating system. In addition, we will provide an internet connection and monitor with an HDMI connection for the short presentations.

The GDD and gameplay video are an essential part of your game submission. These help to inform our judges about your game and what you aimed to achieve by creating it. ***Your presentation, ability to communicate, and attention to detail are highly valued in this event.***

IMPORTANT INFORMATION:

Scoring will be according to the guidelines below:

A. Game:		
a.	Creativity – Shows creative thought and initiative	5 points
b.	Purpose of Game – Clear with objectives	5 points
c.	Functionality – Free of bugs, glitches, and game works	5 points
d.	Style – Consistent and appealing visually	5 points
e.	Experience – Gameplay is enjoyable and interesting for user	5 points
B.	GDD – Clear and explanatory	5 points
C.	Presentation	10 points
D.	Discretion of Judges and players	10 points
	Total	50 points

EQUIPMENT AND MATERIALS:

Students should try to use “Royalty Free Music and Images” and clearly attribute the source of the material if it was not created by them.

TIME: Roll will be taken at 9:00 a.m. At that time, ***further special requests may be announced.***

TIE BREAKER: In case of a tie, ties will be broken at the judge's discretion.