



# Video Game Design

Location: COS, Visalia CA

## Chairman

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Senior Programmer Analyst

**CHECK IN:** 8:30 am **CONTEST BEGINS:** 9:00 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) to judges on the day of the event. A short gameplay video is encouraged. (Please bring 7 copies of the GDD.)
3. Students will present a 1-2 minute "elevator pitch" explaining their game, design and implementation processes.

## **SCOPE OF CONTEST:**

Games may be designed using Alice, Game Maker, MIT App Inventor, Stencyl, Unity/Unreal or other standard/industry approved game engines. Students will provide competition chairs with a playable file of their game on flash drive or bring their own playable system. An HTML link will also be allowed. Judges will evaluate the product using the Google Chrome web browser and/or on a PC running the Windows operating system. Let the contest chairs know if you will need a particular version of Linux. In addition, we will provide an internet connection and monitor with an HDMI connection.

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 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
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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 a.m. At that time, ***further special requests may be announced.***

**TIE BREAKER:** In case of a tie, ties will be broken by the judge's discretion scores