



Submission Instructions

Read this carefully (both pages)

1. The contest deadline is **December 1st, 2004** at 4:20 PM at a location to be specified. Once the location has been finalized, it will be posted on the Game Programming webpage and forums. **There will be a zero tolerance policy for late submissions.** If you can't make the time, please contact either Sebastian (mihaiseba@yahoo.com) or Chris (christopher.tang@gmail.com) for instructions for an early submission
2. The following items must be submitted:
 - a. **specs.txt**
 - ✧ It **MUST** contain a description of the overall vision that you have for the game. This file will be placed in the root directory of your CDROM
 - ✧ A written description of how to get the game loaded / ran
 - ✧ It has to also contain detailed specifications of the libraries, operating system, etc. that your game needs.
 - ✧ Include any sources, if any, of code (or tools) used / borrowed from other sources
 - b. **CD-Rom**
 - ✧ The CD-Rom must include your executable / installation files in a directory called *game*
 - ✧ Another thing that is required is the source code of the game in a directory called *src*. The source code will be used for verification purposes
 - ✧ *specs.txt* must be located in the root directory
 - ✧ **NOTE: If your game runs in a web browser, you must still burn it on a CDROM and add an .html file that uses it, if possible. If such a thing is NOT possible, please contact Sebastian at mihaiseba@yahoo.com**
 - c. **Paper Submission**
 - ✧ Paper submission must include a printout of *specs.txt* and any additional information that you feel the jury should be made aware of.
3. Due to the circumstances, it will be required that there is absolutely **NO** references to yourself (and teammates if any) **ANYWHERE** on the submitted CD-Rom. **Judges should not be able to determine who created the game.**

Please do not name your game so it reveals your identity either. Remember to remove your name from the source code as well. .

4. Submissions will include the items listed above (CD-Rom + Paper submission).
5. Running the Game. This obviously will be the most difficult part of the grading process. The judges must be able to run the game in order to grade it.
 - a. Games that fail to handle exceptions (i.e. crash) will have deductions
 - b. As stated above, there is a zero tolerance for late submissions.
 - c. In the event that none of the judges can compile / run your game on their machines. The owner must bring / provide a working machine for them to test it. Judges will contact teams whose games could not be run.
 - d. Games should be graded by December 8th, 2004. The date may change due to time constraints / setting up grading machines.
6. The winner will be announced on December 8th, 2004 (pending completion of marking). Teams must bring in some form of proof that the winning game was their submission (bring in screenshots / source code / etc.). The simplest way to make a screenshot in Windows is to use the PrintScreen key on the keyboard and paste the image into a graphics editor.

Summary

- ✧ **December 1st, 2004** game submission on CD-Rom and paper, at 4:20, location to be announced.
- ✧ CDROM that contains directories *src* and *game* in the root directory and file *specs.txt* also in the root directory.
- ✧ Do **NOT** leave your name **ANYWHERE** in the game, source code, CD-Rom or paper
- ✧ **December 8th, 2004** (tentatively) winner announcement in meeting. Bring screenshots / evidence.
- ✧ Use an envelope, or some kind of container to hold CDROM and paper, and seal it.