

Game Making Deathmatch 2008 Competition

Rules and Guidelines

Introduction:

Game Making Deathmatch 2008 is organized by the University of Toronto Game Design and Development Club (utGDDC) and supported by the Computer Science Students' Union. The main purpose of the GMD competition is to design and develop an original computer game in three weeks based on a given theme. This contest will begin on **Friday February 8, 2008** and ends on **Friday February 29, 2008 at 5pm EST**. The participants with the best entries will be eligible to win prizes. The official website for GMD 2008 can be found at <http://gmd.utgddc.com/2008> -- check it regularly for announcements and updates on the competition. Post questions on the forums or email us at gmd@utgddc.com. These rules may be subject to change.

Participation:

You may enter the competition as an individual or as a team of two, one of which has to be a student of the University of Toronto. There is a non-refundable registration fee of \$10 per team (a late fee of \$15 after the official start date) to participate, and the proceeds will go towards organizing this competition and prizes. If you are looking for a partner, feel free to look for one on the GMD 2008 forums found at <http://forum.utgddc.com>.

What is expected:

On the official starting date of the contest, two themes will be announced on the contest website. Your team will create a game based on either one of the two themes provided. You may use any of the following software tools and/or technologies to create your game:

- ✓ Any programming language of your choice (e.g. Python, Java, Flash, C++, C#, etc.)
- ✓ Any support libraries for sound, graphics, math, etc. that are free and non-commercially available to everyone (e.g. XNA, OpenGL).
- ✓ Any "game making" tools that are free (non-trial version) and non-commercially available to everyone (e.g. GameMaker Lite is acceptable, but Torque Game Builder is not)

The following is not acceptable (because we want you to create an original game):

- ✗ MODs (e.g. A Neverwinter Nights custom campaign)
- ✗ Pre-built game engines (e.g. Valve's Source, Torque Game Engine, etc.)
- ✗ A game that obviously was not created by you (i.e. plagiarizing)

In addition, games with inappropriate or offensive content will not be accepted – use your own judgment.

If you want to use a specific technology or tool but you aren't sure if it is acceptable or not, please contact us for clarification. For any sound and/or art assets that you use which are not created by you, you may use them but must cite the source where you got it from.

To help make judging easier, the *recommended* target platform to develop the games for is Windows XP. You are free to create your game for any other platforms (e.g. MacOSX or Linux) but it should be able to run on

Windows XP as well. If that is not possible, then you can provide a laptop with the game installed on it to ease the process of judging. Do not hesitate to ask us any questions you may have regarding this.

You may create a game that uses any non-standard peripheral (e.g. Guitar Hero or Wii Remote controllers) but you must be able to provide the equipment for judging purposes.

What to submit:

On the contest ending date, you must submit a copy of your game on a CD/DVD or an email to gmd@utgddc.com with a link to download your game. Do not send attachments. If you are submitting a CD/DVD, we will announce later where to submit your game. No late entries will be accepted.

Also, you must provide a brief README document with:

1. Which theme you have chosen
2. How to run your game and what needs to be installed to run it.
3. Controls.
4. A brief description and objective of the game.
5. What tools/libraries you used and give credit to any sound/music/artwork that you've used that wasn't created by you.
6. Any other information we should know about to help make judging easier. A FAQ/walkthrough of your game might be helpful in case judges get stuck.

Judging:

All submissions will undergo two rounds of judging before determining the winners.

- **First round:** About a week after the submission deadline, we will host a voting session where you will vote for your top 10 games made by the other participants/teams which you feel should move onto the second round. You are not allowed to vote for your own game. The top ten games with the most votes overall will go on to the second round.
- **Second round:** In this final round of judging, the top ten games with the most votes from round one will be judged by a panel of judges. The panel of judges will be announced shortly during the contest. All judges' decisions remain final. Each judge will mark each game based on the following equal weighted categories:

● Sound and Music	● Originality and Creativity
● Graphics and Art	● Technical Achievement
● Adherence to theme	● Overall

Awards Ceremony:

We will award prizes for the top few games in each category.

The winners will be announced at the awards ceremony (date TBA) and prizes will be distributed to the winners. Prizes include several games from our sponsors, game development books, and possibly a handheld console for the top overall category winner (we make no guarantee that we can get a console, but we'll try our best). Details will be announced shortly.

Game Making Deathmatch 2008 Registration Form

Team Name (optional for individuals): _____

Participant #1:

First name: _____ Last name: _____

Email (only used during competition in case we need to contact you): _____

Campus (circle one): St. George Mississauga Scarborough

Program of study: _____

Year of study: 1 2 3 4 Graduate Other: _____

Participant #2:

First name: _____ Last name: _____

Email (only used during competition in case we need to contact you): _____

Campus (circle one): St. George Mississauga Scarborough Non-UT student

Program of study: _____

Year of study: 1 2 3 4 Graduate Other: _____

Participants will receive full acknowledgement of their work.

Do you allow the utGDDC the use your game for promotion of future GMD competitions? Yes No

Do you allow the utGDDC to have your game on the GMD game archives? Yes No

By signing below, the participants agree to the rules outlined above for GMD 2008. The rules may be subject to change.

Signature of Participant 1: _____ Date: _____

Signature of Participant 2: _____ Date: _____