

Game Making Deathmatch 2010 Competition Rules and Guidelines

Introduction:

Game Making Deathmatch 2010 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 **Thursday February 11th, 2010** and ends on **Thurs March 4th, 2010 at 9pm EST**. The participants with the best entries in particular categories will be eligible to win prizes. The official website for GMD 2010 will be up shortly_– until then please check the U of T Game Design and Development Club Facebook group for updates <http://www.facebook.com/#/group.php?gid=19658588320&ref=ts> and attend our meetings in BA Thursday from 5-7 for the GDDC updates. Pressing questions should be e-mailed to gmd@utgddc.com which will be answered within 24 hours. 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 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 2010 forums found at <http://forum.utgddc.com> or the Facebook group page.

What is expected:

On the official starting date of the contest, a theme will be announced on the contest website and Facebook group; however the **official unveiling will take place at the UTGDDC meeting on Feburary 11th at aprox 6:10**. Your team will create a game based on the theme 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 are **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 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 may provide a laptop (or other piece of hardware) with the game installed on it to ease the process of judging on March 6th 2010. Do not hesitate to ask us any questions you may have regarding this, and we encourage you to do so.

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. Explanation of how the theme applies to your game.
2. How to run your game and what needs to be installed to run it.
3. Controls.
4. A brief description (100-250 words) of your the game and what the objective is. This will be used on the website for the description of the game itself.
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, and/or a list of possible glitches and how to get around them.

Basically, think of this README as an instruction book for your game, which we **do** enjoy reading by the way as it makes things less frustrating and saves for less broken keyboards. The less broken the judges keyboards get, the more points you will probably earn (this is not a guarantee).

In addition, you must also submit two or more screenshots of your game. These will be posted along with #4 above on the website so the games can be uploaded in an efficient manner.

Judging:

All submissions will be rated by a panel of judges the day after the competition. The panel of judges will be announced shortly after the theme is announced. All judges' decisions remain final. Each judge will mark each game based on the following equal weighted categories:

<ul style="list-style-type: none">• Sound and Music• Graphics and Art• Theme	<ul style="list-style-type: none">• Originality and Creativity• Technical Achievement• Overall
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Awards Ceremony:

We will award prizes for the top few games in each category, though winners are subject to number of prizes.

The winners will be announced at the awards ceremony (TBA) and prizes will be distributed to the winners. Prizes are not finalized, but our grand prize will most likely be a console (and maybe something(s) extra to sweeten the deal) from our sponsor A&C games.

**PLEASE SUBMIT THIS FORM TO THE GAME DESIGN AND DEVELOPMENT CLUB
ADMIN ALONG WITH YOUR \$10 ENTRY FEE BEFORE THE THEME IS ANNOUNCED ON
THURSDAY FEB 11TH**

Your Awesome 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 2010. The rules may be subject to change.

Signature of Participant 1: _____ Date: _____

Signature of Participant 2: _____ Date: _____