

## Interactive Application and Video Game Creation

Contest Update – March 17, 2021



### Preparatory Information

Teams will create an original prototype or sample of an interactive application or video game with at least one level and ten minutes of interactive content.

During the design process, teams should keep a Game Design Document, as outlined in the national technical standards. The GDD will be submitted in PDF format for judging no later than 5PM EST on Thursday, April 15.

Teams will also submit a one-minute video that is a trailer for their game, demonstrating and describing what is best about the game, including gameplay, mechanics, significant objects or characters, levels, artwork, background, sound, with a focus on why the audience would want to play the game. The video trailer may be edited as needed. The video trailer must be uploaded by 5PM EST on Thursday, April 15.

Each team will receive an appointment time to meet with the judges and present an introduction of their game, no more than 3-4 minutes. Each team member should introduce themselves and any students who assisted with their project (by name only). One team member (spokesperson) should give a quick overview of the game, including title, genre, target audience, number of levels, total playtime developed, performance metrics, and any notable user interfaces (opening, closing screen, cut scenes, etc).

Following their presentation, teams will take questions from the judges.