

FGDC 2012 Rules

What is the deadline and where are the official rules?

The competition officially ends at 6pm Central Time on May, 11 2012. Winners will be announced at the FGDC/Support Learning Foundation Presentation on or before May 22, 2012. The Support Learning Foundation will make the announcement and distribute the awards.

Top ranking student teams will receive a call from the awards committee prior to the posting of the winners on the website.



All rule changes will be shown on the www.futuregamedesigner.com and it is the responsibility of all competing teams to watch for any changes on the website.

2012 Special Rule Change – Pilot Dark Basic Pro Game Submissions

In 2012 the FGDC will no longer have a separate division for DarkBasic Pro developed games. All games will be judged together in their respective divisions whether the games were developed using DarkBasic Classic or DarkBasic Pro.

The FGDC Game Divisions are:

University Challenge

In 2012, this challenge has each University team or individual creating an edutainment game for a target audience. The game must help teach subject matter that is specific to the audience selected. The game should engage learners in Math, Language, Science or Health. The game must have a storyline and the play should support the theme of the game. The game is required to have two levels, and a description of an additional two levels is required. for the game.

High School Challenge

This challenge has each high school team creating an edutainment game for grade level 7th or 8th. The game must help to teach subject matter that is specific to the grade selected. The game should engage students in Math, Language, or Science. The game should be appropriate to the target audience. The game must have a storyline and the play should support the theme of the game. The game must have the player progress to a second level of play. A description of 2 additional levels should be included in the documentation for the game. This competition allows students who have completed or are taking the ISL Video Game Design curriculum to submit.

Women Designed Games

The Women Designed Games Challenge has teams consisting of all young women creating edutainment games. Studies show that women and men are attracted to different types of video games. What we want to find out is what happens when you give young women the chance to design, build and create the game. As part of our work to attract more young women into science and technology, we want to give them their own voice. For this challenge the game must help to teach subject matter that is specific to the grade selected. The game should be appropriate to the target audience. The game must have a storyline and the play should support the theme of the game. The game must have the player progress to a second level of play. A description of 2 additional levels should be included in the documentation for the game. This competition allows students who have completed or are taking the ISL Video Game Design or Web Game Design to submit.

Health Games Challenge

2012 will see The Health Games Challenge suspended for one year. We are revamping the challenge and will bring it back for 2013

Web Games Challenge

The Web Games Challenge has the teams creating an edutainment game for 5th and 6th grade students. The game must help to teach subject matter that is specific to the grade selected. The game should engage students in Math, Language, or Science. The game should be appropriate to the target audience. The game must have a storyline and the play should support the theme of the game. A description of 2 additional levels should be included in the documentation for the game.

To Be Submitted (quick check list)

On Labeled CD

- 1) Compiled Game (either EXE or .SWF)**
- 2) Source code and resource files (images, sounds, etc.) on CD in correct folders**
- 3) Documents in electronic format in folder.**

Promotional Elements

- 4) Game CD case with promotional front, inside cover and back cover**
- 5) 11" x 17" Promotional Poster for game electronic format**

Documentation Hard Copy

- 6) Signed Copy of Game Submission Form
- 7) Signed Copy of Developer's Log
- 7) 8.5 x 11 print of Promotional Poster for game

Game Division Specific Rules	
1	Games submitted for the FGDC Divisions must be created in DarkBASIC Classic or DarkBasic Pro.
2	Your game must be submitted on a single CD.
3	The game must have at least 2 levels of play
4	Submitted games must have a description of 2 additional levels of play.
5	Your game must execute from a compiled exe.
6	Your game must not write anything to the Windows Registry
7	You must submit a compiled game; we will not compile source code for you. No EXE, no judging.
8	No external 3 rd party libraries are allowed.
9	Game code must be organized following the basic structure as taught in the Video Game Design Curriculum. Game code should be well documented using Remark statements.
10	All media used in your game must be original, copyright free, or used with <u>written</u> permission.
11	All images, music, and models must be listed on the Media Log (See – How to Submit Your Game).
12	You are allowed to use media from DarkBASIC Classic or DarkBasic Pro., but not from content add-on packs or content from other game engine products (DarkMATTER, The 3D Gamemaker, etc.). You may create your own content using any 3D modeling package or software package your school can provide you.
13	Your team must do its own work.
14	The entire game must be able to be played with a standard keyboard and/or a mouse. [An exception to this is in the Health Game Division submission where the gameplay is controlled by a DDR pad and can also use a keyboard and/or mouse.
15	Your game can be in either 2D or 3D.
16	Your game must teach students in a way that can to engage them with documented national or state learning standards. You must include with your submission a description, titled Description of Standards. This will be a list of the standard(s) you are addressing and a paragraph describing how you are addressing the standards with your edutainment game.
17	Your game CD must be packaged in a DVD style case. The case must be designed to promote your game to the game's intended audience.
18	The CD must have a promotional label that graphically supports the game's concept and story.
19	You should submit a hardcopy 8.5 x 11 version of the poster with your game. A PDF (Microsoft XPS file if PDF not available) of the 11x17 version should be included on the game CD for the judges to review.
20	You must submit a signed hard copy of the FGDC Game Submission form
21	<p>The submitted CD structure should be as follows:</p> <ul style="list-style-type: none"> A. Your compiled game with all necessary resources to play inside a folder named with <i>Your Game Name_EXE</i>. B. A folder called <i>Your Game Name_DEV</i>, containing all game code, images, sounds, and all files relating to making the final game. C. A folder called <i>Your Game Name_DOCS</i> must contain your game poster document file, a document file of the CD case wrap, a document file of the completed FGDC Game Submission Form (signed), and a completed document file of the FGDC Developer's Log. D. In any cases that .PDFs are not available, then Microsoft XPS format are permitted.

General Competition Rules

- 1** Your team may submit a maximum of 1 game per division into the competition. Each game must adhere to all of these and the game division specific rules.
- 2** You can submit a game either individually or as part of a team. A team may be as small as 1, or as large as 4 members. Awards will be given to the team as a whole, regardless of the number of team members.
- 3** By entering, you grant automatic right to the Support Learning Foundation to use your game in whatever manner they see fit, on whatever media they wish (print, digital, audio, television, CD, web, etc.), distributed to whomever the foundation wishes.
- 4** You will retain full copyright over the game and any media you create exclusively for it.
- 5** If the category allows both DarkBASIC and Flash games, then the games will be judged as part of the single competition and not in separate sub-categories by engine type. The best game will win on gameplay, not on technology used.
- 6** The closing date is not negotiable.
- 7** You may submit your game at any time before the closing date.
- 8** We cannot test your game for you. Your game will be tested by the judges. Neither the judges nor the Support Learning Foundation will be responsible for defective CDs. Be safe and test your game CD on multiple machines before sending it in.
- 9** The PC entries will be run on a machine with these specifications or higher: Pentium 4 1.8GHz, 512 MB RAM, Windows XP SP2 with DirectX 9.0c.
Web Game or Flash entries will be run on a machine with these specifications or higher: iMac Intel processor, 512 MB RAM, Mac OSX.
- 10** Games may not be submitted electronically, but must be provided to the FGDC on CD.
- 11** Once a game is submitted, you may not replace the game or send new versions of the game to replace an earlier submission.
- 12** The competition is open to all middle or high school students who have completed or are enrolled in either: Web Game Design Level 1, Video Game Design Level 1 or Video Game Design Level 2 curriculum (curriculum produced by I Support Learning, Inc.).
- 13** Details on how to submit your game can be found in the “How to Submit Your Game” section of this document.
- 14** Decisions made by the judges are final.

Judging is final – no ifs ands or buts about it. The judges will be a mix of educators, programmers and the target audience. Teams will not be allowed any contact with judges except for finalists who will be required to have an interview with a team of judges.

Your submission will be opened by the Judging team sometime after May 9, 2011. No information on the judging progress will be available at any time. Once you have submitted the game – it is in the hands of the judges.

Your game’s Developer’s Log, poster, CD cover will be reviewed first. Then the games and game level descriptions will be judged.

Things we have learned from the past:

- 1) We highly suggest that you get friends to test your game and test it often first.
- 2) Put effort into your Case, CD Label, and promotional materials (poster).
- 3) Be sure to complete all the sections on the Developer's log (see From Download tab on website).
- 4) Don't assume that the Judges will know how to play your game – give them instructions.

Attached is the actual Judging Sheet from past competitions for your review. This can serve as a checklist for what you include in your game.

Send all materials to arrive prior to May 11, 2012 6pm Central Time to:

**Support Learning Foundation
Attn: FGDC
PO Box 398
Olathe, KS 66051**

FGDC Judging Sheet

Team Name:		Judge:		
Game Name:		Date:		
Division: MS HS WG Women Health				
Developer's Log (Total 25)		Total Pts	Awarded	Notes
	Clean and Easy to Read	5		
	Complete	5		
	Description of Advanced Levels	5		
	List of Standards Addressed – Detailed	10		
Marketing Collateral (Total 25)				
Poster				
	States Game Name	3		
	Good Use of Color	3		
	Gives a Sense of the Story	3		
	Overall Engaging	5		
CD Case				
	Front Cover	5		
	Inside Front	3		
	Back	3		
Game Concept (Total 25)				
	Story	25		
Game (Total 125)				
Gameplay				
	Is the Game Engaging and Entertaining?	15		
	Is the Gameplay Appropriate for the Target Audience?	5		
	Game Feedback (Is it Positive or Encouraging?)	5		
	Game Instructions Are Clear	10		
	Gameplay Supports Standards	15		
Art				
	Are the Graphics Supportive of the Game Concept?	5		
	Graphics Appropriate for the Target Audience	5		
	Splash Screen is Inviting	5		
	Original Art	10		
Sound				
	Sound Reinforces Play and Sense of Action	5		
	Sounds Appropriate for the Target Audience	5		
	Sounds are Original	10		
Code				
	Code is Organized Like ISL Templates	15		
	Code is Well Documented	15		
Total		200		

Judge Signature:

Additional Notes: