

WSPTA//GAME DEVELOPMENT COMPETITION

GENERAL RULES FOR PARTICIPATION

By entering the WSPTA//Game Development Competition program, entrants accept and agree to be bound by these Official Rules as well as the entry requirements for their specific category. Any violation of these rules may, at WSPTA's discretion, result in disqualification. All decisions of the judges regarding this program are final and binding in all respects.

1. **ELIGIBILITY.** Students must participate through a local PTA/PTSA in good standing. Parent groups not affiliated with Washington State PTA are not eligible to sponsor this program. It is the responsibility of the local PTA/PTSA to determine each student's eligibility in the program. A student may develop an entry in or outside of school.

2. **THEME.** Entries will be judged based on the interpretation to the theme. In the 2018-19 school year, the theme is "Time".

3. **CATEGORIES.**

- Game of the Year
- Art and Animation
- Game Design
- Programming (coding)
- Audio Design

4. **GRADE DIVISIONS.** Students in grades 9-12 may participate individually or in teams. Students in grades 7-8 can compete with a team that has team members in grade 9 or above. Teams are encouraged and may have up to 6 members and may be composed of multiple grades.

5. **HOW TO ENTER.**

- Students will be asked to submit an "Intent to Submit" form by January 15, 2019.
- Students shall submit the game along with a short description to gamedev@wastatepta.org by March 1, 2019.
- If the game is too big it may be uploaded to a share site, the tag @Washington PTA should be included and a link to the site must be included in the submission email.

6. **ENTRY REQUIREMENTS.**

- Only new work inspired by the theme may be submitted.
- Each entry must be original work.
- Use of copyrighted material is prohibited.
- Content must meet the ESRB rating of Teen or below.

7. **FINALIST SELECTION AND NOTIFICATION.** Entries are reviewed at the state level. Entries will be judged primarily on theme, originality, creativity. Finalists will be notified via email of their status.

8. **OWNERSHIP AND LICENSE.** Ownership in any submission shall remain the property of the entrant, but entry into this program constitutes entrant's irrevocable permission and consent that PTA may display, copy, reproduce, enhance, print, sublicense, publish, distribute and create derivative works for PTA purposes. Submission of entry into the program constitutes acceptance of all rules and conditions.

9. **PLATFORM.** The game must run on PC, Mac, or web platforms. If the game runs on multiple platforms, the team should indicate their preferred platform.

10. GAME ENGINE. Participants may choose a game engine that fits their needs/skills the best as long as it is playable on one of the required platforms. All terms and conditions of the chosen game engine shall be read and understood by the participant being sure to follow any restrictions laid out by the license agreement of the program. Ensure that you can deploy a usable demo that does not require development tools to be installed.

11. MINIMUM SPECIFICATION. The game should run on a typical PC, not a “high-end” PC or require specialized hardware, *or* on an Android/iOS mobile platform.

12. STABILITY AND PERFORMANCE. The game should run at a minimum of 20 frames-per-second. Games should have a minimum of crashing, stalling, or slowdowns, which will make judging the content more difficult.

13. SUBMISSION GUIDELINES. Submissions must include a video clip (online) of the game, screenshots, and a description of up to 500 words. You must submit an intact game with no required development platform(s) or ancillary dll's.

Note: Plagiarism in any form will be grounds for immediate disqualification and will also be reported to your school. All content and assets need to be made from scratch, the one exception is assets listed as public domain with proof supplied with your project submission.

Plagiarism is defined as:

1. To steal and pass off (the ideas or words of another) as one's own
2. To use (another's production) without crediting the source
3. To commit literary theft
4. To present as new and original and idea or product derived from an existing source

From Plagiarism.org (<http://www.plagiarism.org/article/what-is-plagiarism>).

In other words, if you get an idea for a videogame based from another videogame (or board game, or TV show, etc.) that you've seen, your submission must substantially differ from that work. You can't, for example, submit a game where plants battle zombies, where fruit falls from the top of the screen and you whack away at it, etc.