

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 2022-23 school year, the theme is "Curiosity" with the inspirational quote, *"We keep moving forward, opening new doors and doing new things, because we're curious and curiosity keeps leading us down new paths."* ~Walt Disney

3. CATEGORIES.

- Best Board Game
- Best Computer Game
- Art and Animation
- Game Design
- Programming (coding)
- Audio Design

4. GRADE DIVISIONS. Students in grades 6-12 may participate individually or in teams for computer games. Students in grades 6-12 may submit board games created individually or in teams. Teams are encouraged and may have up to five members and may be composed of multiple grades.

5. HOW TO ENTER.

- Students shall complete the online entry form which includes a short description of the entry.
- And, students shall submit the game along with an online video clip and screenshots to gamedev@wastatepta.org by February 15, 2023.
- If the game is too big it may be uploaded to a share site, the tag @WashingtonPTA should be included and a link to the site must be included in the entry form.

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. Prizes have been provided for through a grant, with the top prizes being \$150 each.

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 FOR COMPUTER GAME SUBMISSION. 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 FOR COMPUTER GAME SUBMISSION. 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 FOR COMPUTER GAME SUBMISSION. 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 FOR COMPUTER GAME SUBMISSION. 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 of computer games 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. Submissions of board games must include pictures of the board, cards, pieces, and any other details important to playing the game.

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.