Technical Description
Game Development Competition
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1. **INTRODUCTION**

The video games development contest will provide a good introductory to one of the largest industries in the world accounting for more than 25 billion users. It is both important and valuable to raise a generation aware of the benefits and possibilities of video games on the economy and the culture of societies. The aim of this contest is to make the students aware of what they can accomplish by designing a game. During this contest, group of students from different institutions in the UAE will compete against each other and try to design a game around a given theme. The game should be fun to play by the targeted audience. Members of the same group will collaborate on brainstorming the ideas of the game, designing the game and implementing it.

2. **OBJECTIVES**

   **2.1. For the Participants:**
   - To compete with other students from different institutions.
   - To see the potential and the benefits of game designing.
   - To compete for valuable prizes.
   - To attend, free of charge, trainings on the use of Construct2 and/or Unity, tools for game development that may be used during the competition.
   - To develop their senses of creativity.
   - To be recognized by potential employers.

   **2.2. For Institutes:**
   - To promote their IT programs and particularly those in software and computer engineering.
   - To gain visibility.

   **2.3. For IT related Companies:**
   - To recognize and recruit potential employees.

   **2.4. For Emirates skills:**
   - To contribute on identifying outstanding students.
   - To facilitate the networking and collaboration among institutes and companies.
3. **COMPETENCY SPECIFICATION**

The contest will run for two days, five hours each. Students compete in teams against other teams from same or other institutions. Each team is composed of two students. Only one computer per team is provided. At the beginning of the competition, the theme will be announced. In addition, the necessary arts needed to build the game will be provided too.

At the end of the first day, competitors need to submit a one page document describing the game they would like to implement, its category and its concept. At the end of the second day, the competitors will demonstrate their games to the judging panel.

Games will be ranked based on the set of criteria defined by the judging panel. In this competition, the main focus is on the design capability and the creativity of the students. Contestants may bring reference materials such as books and manuals; but neither machine-readable versions nor electronic devices are allowed. Access to Internet will be provided.

4. **RULES & REGULATIONS**

4.1. **Teams**

- Teams must register before the deadline.
- Only school, college, and undergraduate students are allowed to participate in the contest. A team will be disqualified if the judging committee discovers that one of its members have violated the rules.
- Each team can register up to two members.
- Each team must adopt a name and may appoint a representative (Coach).
- Teams should arrive to the contest venue on the day of the competition one hour before the contest starts in order to register.

4.2. **The Competition**

- The main language of the contest is English and all the provided systems and materials are in English.
- The contest lasts for two days: five hours each. Contestants should not leave the competition during the contest time.
• Each team will be assigned only one computer.
• Each team can use one of the game development tools provided during the competition.
• The use of Internet is allowed.
• Machine-readable versions/devices (computers, pocket calculators, mobile phones, CDs, flash memories, floppy disks …) are not allowed in the contest hall.
• Students are not allowed to rebooting computers under any circumstances during the contest. Any technical problems should be reported to the judging committee.
• Teams are ranked according to well-defined judging criteria (please see the Judging criteria section).
• Printers are provided in the contest room. A team requiring to use the printer should ask helpers to collect their printout from the printers.
• Contestants requiring any kind of help should remain seated while being assisted by a contest staff.

4.3. Judging Criteria

The submitted project will be evaluated based on:

• Idea/Concept: how innovative the idea of the game was and how well the theme was implemented including how consistent that theme was.
• How the game helps achieving the educational purpose of the game and how it fits within the UAE society (culture/language/…)
• Aesthetics: the visual aesthetics of the game including colour choices, 2D art, animations, and sound/audio elements. This category also includes placement and function of the UI elements.
• Fun & Game play: the various aspects that make the game entertaining and engaging. Is the game fun to play? Does it provide an engaging experience for the player? How complete is the game in terms of both basic interaction as well as game play/goals?
• Level design: how the different levels are designed? How time is managed and score is computed.
4.4. General Rules

- The organizing committee has the right to update these regulations as it sees suitable. Participants are not allowed to complain about these regulations. It is the contestant responsibility to check the contest’s website for any updates regarding the competition.
- Any team attempting to communicate with another team, to tamper with the machines, or disrupt the contest environment in any way will be disqualified.
- The participants shall agree to allow the organisers to publish their names as well as photos and videos in which they appear.
- No visitors will be allowed in the competition room.

4. CONTEST ENVIRONMENT

- The contest operating system environment is Microsoft Windows 7.
- We will provide the following game development engines:
  - Construct 2: https://www.scirra.com/construct2
  - Gamesalad: http://gamesalad.com/
  - Scratch: http://scratch.mit.edu/
  - Unity 3D (the free version): https://www.scirra.com/construct2
  - Stencyl: http://www.stencyl.com/

5. TRAINING

Participants must register for the training before the deadline “March 5th, 2015” using the contest’s website. After registration, participants will be invited to attend a training session on Construct 2.
## APPENDIX 1:

### SAMPLE THEME

<table>
<thead>
<tr>
<th>Proposal Title: Thaqafi: Computer Game to explore UAE heritage aimed for children.</th>
</tr>
</thead>
<tbody>
<tr>
<td>The aim of this project is to create an innovative and interactive computer game aimed at school kids between 9-12 to enhance their knowledge about traditional sport in the UAE, the main theme is Falconry as one of the oldest sport in the UAE.</td>
</tr>
<tr>
<td>Falcons were used for hunting to supplement the meager diet of the Bedouin in the desert. Nevertheless, this created a unique bond between the falcon and his owner. The aim of this game is to capture this bond and teach the children about the different traditional terms used in the falcon training and hunting.</td>
</tr>
<tr>
<td>Interactive computer games are very useful media tool to convey educational knowledge in entertaining ways. These games have become increasingly popular in the past 30 years, especially among young people. The challenge of this project is to explore the relationships between kids and the national identity through the medium of gaming platform.</td>
</tr>
</tbody>
</table>
## APPENDIX 2:
### SAMPLE OF MARKING SCHEME

### Objective Marking Form

**EmiratesSkills**

**EmiratesSkills 2014**

<table>
<thead>
<tr>
<th>Aspect ID</th>
<th>Max Mark</th>
<th>Aspect of Criterion – Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1</td>
<td>5</td>
<td>Transfer between different scenes</td>
</tr>
<tr>
<td>A2</td>
<td>5</td>
<td>Scoring system</td>
</tr>
<tr>
<td>A3</td>
<td>15</td>
<td>Free from bugs</td>
</tr>
<tr>
<td>A4</td>
<td>5</td>
<td>Level design (how creative is the level design?)</td>
</tr>
<tr>
<td>A5</td>
<td>15</td>
<td>Good use of the art assets to create the look and feel of the game</td>
</tr>
<tr>
<td>A6</td>
<td>20</td>
<td>Game mechanism (is the implemented game mechanism considered fun and interesting by the judges?)</td>
</tr>
<tr>
<td>A7</td>
<td>5</td>
<td>Relation to the theme (does the game achieve the expected outcome from the theme?)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Requirement or Nominal Size</th>
<th>Result or Actual Value</th>
<th>Mark Awarded</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Maximum Mark for Sub Criterion: 70