Illinois Math Academy

GAME DEVELOPMENT CONTEST - ENTRY FORM

7620 N University St. Suite #202, Peoria, IL 61614
(309) 692-8888

Team Name:		Date:	
Email:		Phone:	
School Name(s):			
Team Members:			
1.			
2.			
3.			
4.			
Brief Description of your Project			
Do you need any help with the Game Development or mentoring etc?			
Name of your Teacher coach/mentor at your School:			

BRADLEY University

peoria public schools *foundation*

Illinois Math Academy, Bradley University, and Peoria Public Schools Foundation
present

Video Game Design Challenge

Create a team of 2-4 high school students who want to learn to program and/or create art for a game.

Be mentored by game design students from Bradley University's nationally ranked game program.

Win $1,000!

Competition Rules

1. Teams must consist of **9-12th grade students** attending a school in Central Illinois

2. **Teams must have 2-4 members**

3. The team will spend the school year creating a video game. Students should use **Unity** as the game engine (i.e., the programming environment you used to create the game).

4. **All the game content must be created by team members**. The Bradley mentors will help guide students in creating the code, art, music, and sound effects. Using third-party content will result in a disqualification.

5. **The game must be created from scratch**. It cannot be created by following or extending a tutorial or other existing game content. Students may reference small sections of code created by others, but the use must be documented (**see separate sheet for detailed rules**).

6. The game's **intellectual property (plots, characters, etc.) must be either original or in the public domain**. For example, a "Ready Player One" game would be disqualified, but a "Jack and the Beanstalk" game would be acceptable.

7. Gameplay **cannot involve violence**

8. The challenge's sponsors retain the right to **disqualify games that have inappropriate content.**

9. **The teams retain the rights to their game.** At the start of the project, team members must enter into an agreement amongst themselves regarding how they share the rights to the game. A template for doing so will be provided.

10. Participants in the challenge grant the Illinois Math Academy, Bradley University, and the Peoria Public School Foundation a **license to use their game for instructional and publicity purposes.**

Timeline

September: Teams register to participate

October 31:   Teams submit a description of the game they are making

November 30:   Teams submit a progress report and their work-in-progress

Early February: Teams receive preliminary feedback from the judges

May 2:   Team present their finished games to the judges