

Regulations for the duration of the Game Development Challenge Competition

The regulations listed hereunder, have been compiled by Saint Martin's Institute of Higher Education (hereafter referred to as SMI), describe how the Game Development Challenge (hereafter referred to as Game Dev Challenge and/or GDC) is going to work. Participants are advised to read these regulations carefully as any deviance from these rules might result as a disqualification of the individual or team that goes against these rules.

1. Each team can be composed of a maximum of 5 people. If one wants to enter the competition as a team, then the team members need to be specified before the start of the competition. If one wants to participate in the competition but does not have a team to participate with, then that individual would be placed in a team which would complement his/her area of competence. The said team would be chosen from the list of applicants by the coordinators of this competition. There is no minimum number of team members one must have, and thus one can enter the competition as an individual. However, it is highly discouraged as this competition is designed to simulate a real game development life cycle and it is not usually the case that one works alone, hence single applicants would be streamed into teams at the discretion of the organisers.
2. On a regular basis (on average every 3 weeks), there is going to be a review session held between the team members and the coordinators of the game development challenge. This review session is going to be held so that teams could show their progress for that sprint, and if necessary, to ask for guidance. It is important that each team member attends these review sessions so that the progress of the whole team could be assessed. If a team member is not able to make it for the scheduled review session, then it is the responsibility of that team member to inform both the rest of the team as well as the competition administrators stating why they could not attend. Ideally, said individual would also provide an update and some physical proof of the work that they have contributed during the aforementioned sprint. If an individual or team does not attend 80% of these scheduled meetings without some sort of valid excuse and proof of contribution, then that team member, or team, would be subject to disqualification. The day and time chosen for each of these 3-week team review sessions would be kept the same unless neither one of the coordinators would be able to attend or no one from the team would be able to meet up with the coordinators provided that all team members produce a valid excuse. In either case, the meeting would need to be rescheduled. Each of these meetings would take around 30 to 45 minutes.
3. Team members can be "*fired*" by the rest of the team if a lack of commitment is shown, however this action can only be taken if the coordinators are informed and approve beforehand. Team members cannot be "*fired*" if that individual has consistently shown that

GDC – Rules and Regulations

he/she is delivering material that is being asked of them, therefore no team member can be removed from a team just because of lack of popularity.

4. Each applicant must realise that this game development challenge requires a commitment that should not be taken lightly. One needs to put in effort from day 1 and keep up the tempo throughout the competition. If one realises that he/she cannot continue providing what is being asked of them, due to unforeseen circumstances, and thus wishes to quit the competition, then that individual must first and foremost talk it out with their team and ideally with the coordinators of the competition. If no solution (such as rescoping, realignment of duties, rescheduling of meeting times and dates, etc.) is found, and the only option for that individual is to resign from the competition, then that individual would need to inform his/her team as well as the coordinators of the competition.
5. If an individual has been fired from a team or if an individual has quit their team, then said individual would need to work out a package to determine the percentage of IP (Intellectual Property) rights that they can claim towards the game that their team has produced. This package should be discussed with their team mates and with the help of the event coordinators. The percentage of IP rights that would be attributed to the individual who has left their team would be proportional to the contribution that said individual had placed for the final game. If said individual does not try to work out said package and claim a percentage of their IP rights towards the game within a week from official resignation/termination from the team, then any rights to the material that the individual has produced up until he/she left the team would be lost. This means that this individual would not be entitled to any winnings that the team might win for this competition or any revenue generated from publishing. If no agreement is reached on the percentage of IP rights within said week, then all contributions by said ex-team member is to be removed from the final game.
6. Saint Martin's reserves the right to showcase any IP generated during the Game Dev Challenge for marketing, promotional and any other purpose it may deem fit. As a stakeholder, SMI retains a share of the IP equal to one member of the team. Such claim is made in view of training and mentorship given throughout the GDC. This will also be used to safeguard the interest of each individual team member during and after the competition. If teams would like to publish their games on their own, SMI would still retain the right to showcase the game on any medium of their choosing and the percentage of IP rights.
7. This GDC caters for both beginner and advanced participants. This will be done through the optional boot camp sessions. These boot camps which would provide a crash course on relevant material for all the roles that one might have within the duration of the

GDC – Rules and Regulations

competition. Participants, who are just starting out in their game development experience, are encouraged to attend these boot camps to help them get up to speed with regards to the different skills required in the game development process. Participants, who for some reason do not feel that these boot camps on offer can add anything more to their skill set, are exempted from attending these sessions. One does not need to attend the sessions pertaining to just one skill. For those participants who consider themselves as beginners, it is highly recommended that one attends all the lectures provided so as to be given a more holistic experience.

8. All teams must keep a portfolio showing the progress of their work from beginning to end. This portfolio is very important as a section of the judging of the GDC would be based upon the portfolio provided. This means that each team must keep a record of the game design sketches and concept art and show how this has progressed in chronological order from the start of the competition to the end. This portfolio would also serve as a form of documentation that is intended to aid the team with regards to publishing their game at a later date. This portfolio is considered to be SMI property and teams are allowed to have a separate copy.
9. The submission of this competition should include:
 - (i) The final project files of the game created (this should include all Assets created such as artwork files, scripts etc...)¹.
 - (ii) A runnable build of the game for the desired platform².
 - (iii) A tutorial of how to play the game. This tutorial could either be included within the game itself or as an external video or as a document.
 - (iv) A portfolio as described in clause (8) above.
 - (v) Any 3D models (if any) that were used within this game. The 3D models should be submitted using the .STI format
 - (vi) A soft copy of a series of screenshots of the game being played.
 - (vii) A soft copy of the team logo (ideally one using vector graphics)
 - (viii) And finally, a video showcasing the game that you have created. Ideally this video would look like a game teaser showing off the best features of the game that you have created.

¹ Note that the project files submitted will be kept to showcase the games created on the GDC website (gamedev.stmartins.edu)

² Note that if one desires to develop a game for a specialized device, then said team must provide the necessary hardware in order to run the game both for showcasing the game created in the final event as well as another for judging.

GDC – Rules and Regulations

All of the elements that have been mentioned above have to be submitted on a CD, DVD, Blu-Ray or pen drive. The above-mentioned portfolio should also be printed and neatly bound and the CD (DVD, Blu-Ray or pen drive) attached neatly to the back of the portfolio.

10. Any 3rd party royalty-free assets, code, artwork, sound, music, sound effects etc. that one might use and are used in the final product, must be declared as not being the work that one has created and must acknowledge the original author(s) in the first part of the portfolio. Any copyrighted material may not be used in the game project unless given specific consent by the proprietor. Plagiarism is a very serious thing and will be harshly penalised.

GDC 8 – Bootcamp information sheet

What is being offered in the boot camp sessions

The boot camp sessions are lessons that span from mid-July to the beginning of August (see events page on <http://gamedev.stmartins.edu> for more information). These boot camps are divided up into a number of topics being:

1. Game Development
2. Concept Art
3. Technical Art
4. Game Design
5. Game Sound
6. Game Testing
7. Mobile Interaction Design

Game Development

This course covers the basics of using the Unity3D Game engine to develop a game. This includes GameObjects, Components, Scripting, Prefabs, Transformations, Game Physics, UI and Game States.

Game Design

This course equips students with the ability to distinguish different components of game design, decompose a game into its core mechanics and finally be able to describe and build a game in terms of its mechanics and design elements.

Concept Art

Not everyone is an artist, but everyone can easily get to grips with the flow of events which an artist can take in to bring an idea to the drawing board, thus visualising a thought into something tangible and more easily conceivable by the rest of the team.

This introduction to Concept Art is a course within reach of most, if not all, those interested in having a full and complete understanding of the behind-the-scenes artistic in-game creation.

Technical Art

This course continues on the basics converted in concept art to bring the drawings done using traditional media to life in games. Topics covered include creating sprite sheets and textures for use in games.

GDC 8 – Bootcamp information sheet

Game Sound

This course covers basics of game sound effects and how to keep the music and sound within your game consistent with the Theme.

Game Testing

Quality assurance is always an important aspect, no matter the project. In this course one discusses topics such as:

- Whether Game Testing is a dream job or not
- What is quality assurance
- What game testing involves and
- The value of Teamwork

Mobile Interaction Design

Nowadays, about 37% of games are developed for mobile devices. What special considerations one must make when developing games for such a platform? In this course one will be introduced to topics such as:

- The different Mobile Platforms
- Certain Design Principles
- User Experience and
- Evaluating Usability

Project Management and Team Dynamics

The GDC is a relatively long competition which requires participants to work well and effectively within their respective teams. Communication is key if one is to succeed in a milestone driven game development project where such teams are made up of members with a multidisciplinary set of skills. This course is designed to help teams in time, resource and conflict management.

GDC 8 – Bootcamp information sheet

Timetable

Each session is 2 hours long and is from 6:00pm – 8:00pm. Note that the dates for these sessions would be determined at a later date.

Topic	Number of Sessions ³
Concept Art	2
Technical Art	2
Mobile Interaction Design	1
Game Testing	1
Game Design*	2
Game Development	5
Game Sound	2
Project Management and Team Dynamics	1

*Game design will also include e-learning components apart from the sessions on our e-learning platform.

³ Note that it might be the case that certain sessions would be added over and above what is mentioned here. This can come at the discretion of the lecturer involved.