GAME ON DRAFT RULES 17

1. DESCRIPTION: This event will determine a team's ability to design and build an original computer game incorporating the theme and game type provided to them by a supervisor using the program Scratch.
   A TEAM OF UP TO: 2 APPROXIMATE TIME: 50 minutes
2. EVENT PARAMETERS: No Internet access outside of the Scratch program is allowed. No external resources or computer programs of any kind are allowed. No pre-constructed games, game assets or files are allowed.
   a. Teams must bring writing instrument(s) and may bring:
      i. Headset(s) to assist in testing audio
      ii. A microphone to assist in recording original audio
   b. Supervisors must provide:
      i. A computer capable of running Scratch. Tournaments Directors are encouraged to provide computer specifications to the teams as early as possible.
      ii. A broad theme and the type of game to build their original computer game around
      iii. Scrap paper

3. THE COMPETITION:
   a. The supervisor must assign the teams a broad theme and the type of game that the original computer game will be built around. The theme and the type of game must be the same for all teams and allow students to build games involving some scientific principles associated with the theme.
   b. The Supervisor will choose from the following game types for the students to build their game
      i. Invitational and regional game types: (a) Collection (b) Maze (c)Avoidance
      ii. State game types: (a) Any invitational or regional game type (b) Racing (c)Building (d) Shooter
      iii. National game types: (Any combination of two regional or state game types (b) a two-player game of any previous single game type
   c. Students will use the Scratch program (available for download from http://scratch.mit.edu) to create an original computer game based on the assigned theme.
   d. When teams are finished, they must save their game following the supervisor's instructions in the specified format in a designated location (i.e., USB drive, desktop, online repository).
4. SAMPLE GAME THEMES: Some game themes that have been used in the past are not intended for current tournament use: Wave, Fire, Gravity, Silly sports, Frogs, Newton's Second Law, Light.
5. SCORING: Scoring of the event will be done using the Game On Rubric found on www.soinc.org.
   a. Points will be awarded based on the coding and/or game play of the items.
   b. Zero points will be awarded for items not being present in the game or inappropriate content.
   c. Any team caught using outside resources or accessing the internet outside of the scratch program will be asked to leave the room and be disqualified from the event.
   d. Any team not addressing the assigned theme and/or game type in their game will be ranked behind those who do, because not addressing the theme and/or game type is a violation of the spirit of the competition.
   e. High score wins. Ties will be broken by comparing the point totals in the scoring areas in the following order:
      i. Game Mechanics
      ii. Game Play
      iii. User Control
      iv. Balanced Play
      v. Overall Impression/Originality