

## Summary

A team of 2 SkillsUSA students from a program covering game and/or software development can create an original game or application during the same school year as the competition. The team will be judged on both their concept and the execution of their technical skills. Up to four other students from the program can provide assistance (e.g., a team of 2 programmers can receive assistance with art assets from up to 4 peers)

## Scoring

| CATEGORY                              | MAX PTS     |
|---------------------------------------|-------------|
| Planning, Concept Art & Storyboard    | 100         |
| Presentation, Summary & Analysis      | 100         |
| Game Play/Effective Simulation & UI   | 200         |
| Visual Design, 2D & 3D Assets & Audio | 200         |
| Technical Skills & Code Development   | 150         |
| Performance & Optimization            | 150         |
| Written Test                          | 100         |
| <b>Total</b>                          | <b>1000</b> |

|                                |
|--------------------------------|
| <b>Resume Penalty</b>          |
| <b>-10 pts</b>                 |
| <b>Clothing Penalty</b>        |
| <b>-50 pts</b>                 |
| <b>Incomplete Team Penalty</b> |
| <b>-500 pts</b>                |

Note: Students competing solo will be allowed to participate but will receive a penalty preventing them from being eligible for medals / nationals.

Note: "Code Development" also refers to the development of blueprints like in the Unreal Engine

## Attire



Top Options (pick any)

- White polo shirt
- Businesslike white, collarless blouse
- White blouse with small, plain collar that may not extend onto the lapels of the blazer

Bottom Options (pick any)

- Black dress skirt (knee-length)
- Black dress slacks

Other Requirements:

- Black socks OR black sheer/skin-tone seamless hose
- Black dress shoes

Note: For the state competition you DO NOT need the official SkillsUSA white polo. A brand-less white polo is acceptable.

## Questions

Any questions or concerns can be directed to the Contest Chair:  
Brandon Soards (bsoards@mcst.tec.me.us)

## Requirements

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*Each team of 2 must provide the following for the competition:*

### 1 Hardware

- Computer capable of compiling and running the video game or application
- Monitor with necessary cables
- Input Peripherals (Keyboard, Mouse, X-Box Controller, etc.)
- Power Strip

*Note: Up to four students from the same program can provide assistance during the development of the game/app. They must be credited in the affidavit.*

### 2 Notebook

- Single Page Resume for each team member
- Affidavit signed by all team members, instructor/advisor and administrator (declaring the work was done solely by team members and during this school year)
- Game Design Document (GDD) with the following sections:
  - Overview (1 page, 1 side)
  - SWOT (1 page, 1 side)
  - Concept Artwork (2 pages, double sided)
  - Code Examples (2 pages, double sided)

*Note: See national standards for more details on the composition of these documents*

### 3 Digital Submission

- In addition to the printed format, all documents in the GDD should be saved in word or PDF format and placed on a USB Flash Drive physically and digitally labeled "Interactive Team X". Replace 'X' with your team letter.

*Note: Video trailers are NOT required at the state championship. If you proceed to the National level please observe section E of the national standards and prepare the two required videos.*

## Schedule

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**Feb 10-14**

### Written Test

**Feb 24-28**

- Complete the online test during the testing window
- Each teammate must complete their own test (highest score will be used)

*Note: The test is taken from a previous written test at the national level*

**Mar 19**

### 2:00-4:30: Computer Drop-off

- You can drop off your computer equipment to UTC

**Mar 20**

### 8:00-9:00: Computer Drop-off / Setup

- You can drop off and setup your computer workstation during this time

*Note: Make sure your team members know their team letter. This is what is announced at closing ceremony*

### 9:00-11:00: Demonstration / Judge Interviews

- Be prepared to present your game/app to the public
- During this time you will also be interviewed by the judges

### 11:00: Debrief

- Receive general critique and recommendations from judges

### 12:00: Competition Ends