

INNOVATE-IT



Game Design Primary Challenge

Innovate-IT Showcase, Spring 2023

Overview

For the 2023 IT Showcase, you must make an original game using the Unity engine. This game will be the culmination of your learning throughout the last year and will be an excellent way to show off the skills you have developed.

In addition to a game, you will also have to market and explain your game. You will be responsible for a "quick start" guide for your game and a short presentation explaining your game.

Requirements

Game

Your game must be virtual (or potentially virtual with a physical component) and created using the Unity engine. You are welcome to use any free assets you find (or create your own), but you may not use assets that you need to purchase or have already purchased, as this is unfair to other participants.

Your game should be themed around one of the following three prompts:

- "Connections"
- "You do not play as the main character."
- "The rules change every time you fail."

The theme you selected should be evident in the design of your game. You will be required to explain how your game fits into one of these categories (or multiple if you feel creative). Treat these themes as a way to generate ideas for your game.

Finally, a note on the appropriateness of your creations: Your game should be appropriate for both your age group (high school) and venue (a public event containing people of many backgrounds and beliefs). Your game is required to be appropriate for both categories. You will be penalized or potentially disqualified if your game is considered to be inappropriate by the judgment of a judge, the venue leader, or Innovate-IT management. If you are concerned or questioning whether a mechanic, element, or effect in your game is appropriate, please reach out to Innovate-IT staff.

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Quick Start Guide

In addition to your game, you will also need to create a quick start guide. The guide is a maximum of three pages, including graphics, text, and anything else you want to include. The quick start guide needs to give a quick overview of the game.

You are required to have sections discussing the following:

- Theme/Inspiration
- Control Scheme

Other typical sections (which can be added but not required):

- Story
- Images and Art
- Credits
- Hints, Tips, and Tricks
- Frequently Asked Questions (FAQ)

Presentation

Finally, you are required to create a pitch presentation for your game lasting less than five minutes. This presentation can be live or pre-recorded, whichever your group is most comfortable with. Questions can (and will) be asked following the presentation.

The presentation's goal is to sell your game (market and present your game to the audience) and explain your game. Some good questions to answer in your five-minute presentation (suggestions, not requirements):

- What makes your game unique?
- What makes your game fun?
- Why should the audience play your game?
- What interesting/cool techniques did you use when implementing your game?
- What were your inspirations?
- What mechanics do you want to show off to the audience?

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Scoring and Rubric

More concrete details (along with a specific rubric, including point values) will be released before the competition. The full rubric will be released in late March.

(60%) – Game

Games will be judged on code quality/readability, playability, style/theme, and quality of implemented mechanics.

(10%) – Quick Start Guide

Quick start guides will be judged on design, readability, and inclusion of required information.

(30%) – Presentation

Presentations will be judged on marketability/creativity, clarity of game explanation, production value/presentation quality, and ability to interact actively with the audience.

Suggestions and Extras

- You are required to use Unity in some fashion, but you could also implement something partially physical. If your group enjoys working with electronics, you could make a controller. If you are interested in (and have access to) virtual reality (VR), you could incorporate VR. If you want "physical" randomness, you could ask the user to roll dice. Your options are open as long as you use Unity in some way. Your team must provide any equipment needed for a physical part of your game at the showcase.
- Plan before you start implementing. Writing a game design document (GDD) is suggested to help plot out the theme, elements, and organization of your game. There is a multitude of guides online ([link](#)). A guide is a great tool to reference while creating your game.

Free Resources

<https://github.com/ellisonleao/magictools> (a bit of everything, not all for free, though)

<https://www.mixamo.com> (free 3D models and animations)

<https://opengameart.org/> (free art, but check licenses)

<https://www.blender.org/> (free modeling/animation software)

Lots more elsewhere – just be aware of licensing and crediting content creators.