

Halloween Game Competition Rules

Last modified October 28, 2007

General

Teams of any size must submit a Halloween-themed video game written in Java or C#. Any third-party libraries or content (e.g., sprites, models, etc) used must be credited in the readme file. The source code must be original. Plagiarized entries will be disqualified.

Scoring

A game can earn a maximum of 100 points. The scoring will be based on the following categories:

- **Fun Factor (40)** - The game must be fun to play. The game should be easy to understand and easy to control.
- **Creativity (40)** - More points will be given to submissions that can differentiate themselves from the rest of the submissions.
- **Technical Skill (20)** - The game doesn't have to be groundbreaking, but the game should be robust, playable, and clean looking.

Submissions

Entries must be emailed to dvera2@gmail.com before November 6, 2007 by 11:59 PM (El Paso time). Submissions must be in zipped folder containing all source files, content, and a "readme" text file containing instructions on how to compile and run the code. PLEASE MAKE SURE YOUR SUBMISSION COMPILES AND RUNS BEFORE SUBMITTING. The source code MUST be submitted. Entries with only binaries will not be accepted. Also make sure to include the names and emails of all team members in the email.

Prizes

Winning entries will be announced about a week after the competition ends. The first place team will be awarded \$120 in cash. The team member that submitted the winning entry will receive the prize and will have the responsibility of splitting it up between the team members. There will also be 2nd and perhaps 3rd place prizes. Again, it will be the responsibility of the team member that submitted the entry to divide the prize.

Questions

Email any questions or concerns to dvera2@gmail.com.

