



2.0

Oregon Game Project Challenge 2:

Oregon's Second Annual Youth Game Programming Competition

Game requirements addendum

During the day of the competition, your game will be played and reviewed by other teams and judges. Thus, your game needs to have at least a minimum set of identification and help information to allow others to play your game without having direct instruction on how to do so. Additionally, the games will need to be able to be explored and demonstrated quickly without having to successfully play through each part of the game. To help facilitate this, each game that is submitted to the OGPC competition must have at least the following: (1) A “Splash” screen that is displayed at the start of the game; (2) Game documentation embedded into the GameMaker “Game Info Screen”; and (3) appropriate short-cut and “cheat” keys.

1) Splash screen requirement

Each submitted game must have a splash screen that appears at the initial start of the game. At minimum, the splash screen should prominently show 1) the Game Title, and 2) the Team Name. The splash screen should not be timed; it should be dismissed only with a keystroke or mouse/button press. No other game rooms/windows should open until the splash screen is dismissed by the player (this will give judges/players whatever time they need to make notes on this). A splash screen is a Gamemaker room with an appropriate controller object to take care of the keystroke or mouse event and responds generally with a simple “nextRoom” action. Teams are free to embellish the splash screen with artwork, music, team members’ names, etc., as long as the game title and team name are the most prominent items on the screen.

2) Game information page requirement

Each submitted game must provide basic information about the game in the “Game Info” screen that is part of all GameMaker games. You can fill out and access this screen by clicking on the “Game Information” icon on the GameMaker left navigation panel. Include at LEAST the following:

- Game Title
- Team Name
- Team Members – a simple list of names or done as credits, with the contribution of each member detailed
- Goal(s) of Game
- Storyline or Game Flow description
- Primary game play and game controls help
- Scoring / Strategy
- Other helpful information as seems appropriate

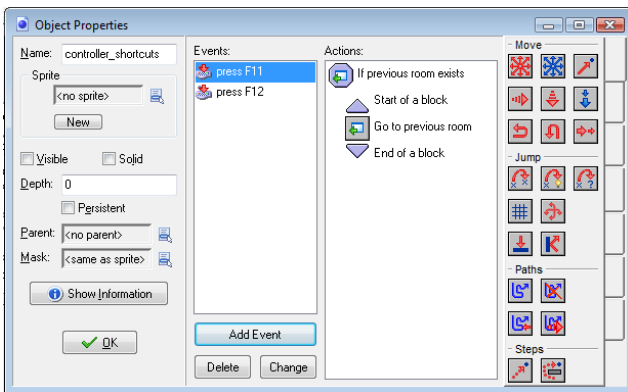
Most of this information should have been written up in your “Concept Document” so you can copy that information and format into the game info screen and then add in the additional parts. Note that the “Game Info” screen is displayed whenever the user of the game presses “F1”. See the online GameMaker help and look in the “Finishing your game” for more information on the use of the “Game Info” screen.

3) Short-cut and “cheat” key requirement

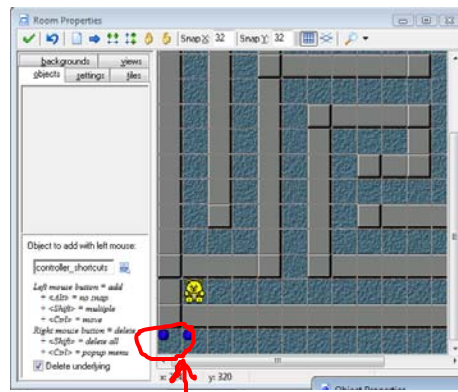
At the tournament on May 16th, the judges will need a way of exploring any part of your game without having to spend the time a normal player would need to learn your game and proceed through its challenges. To give the judges quick access to all levels of your game, you should add **short-cut (cheat) keys**. You should add enough cheat keys to your game so that any part of your game reached with just a few, quick of key strokes.

Depending upon the structure of your game (levels, rooms, virtual environments or challenges that you might be creating) adding short cuts might be as simple as adding key events for next room and previous room changes (see the example below) or adding more complex cheat key triggered actions to allow challenge/boss bypasses. Adding these cheat keys will help you with your own quality testing and allow judging to be done in the limited, scheduled time slots. When deciding where and how to add cheat keys, always remember that there is limited time for judging. If your team does not add short-cuts, the judges may not even see major parts of your game in the time available for judging each team, reducing the chances that the judges will appreciate your best work!

One easy way of adding and managing short-cut keys is to create what is commonly known as a “controller object”. This is usually an object with no sprite or visualization. We suggest that you create a separate controller for your “cheat keys” so that they can be easily managed independently of other controller type objects. Un-check the “Visible” and “Solid” properties for this controller. Next, add events for each particular cheat key that you need, and set its action to go to a particular part of your game. Specifically, to add a short-cut-key event, use **Add-Event**, choose **Key-Press** and select the desired key. Then choose an action like **Go-to-next-room** from the main1 tab (if the room exists). Finally, add this controller to each of your rooms and TEST IT!



Controller object with next and previous “cheat keys”



Room with multiple controller objects

You should provide a list of your short-cut keys to the judges so they can reach particular parts of your game when you are not available.