

Energy Theme

The pilot season of the Oregon Game Programming Competition will feature an energy theme. Students will be asked to research energy issues and use what they learn to design a game. The research topic will be wide ranging

- The cost and availability of energy sources like oil, natural gas, and coal.
- The environmental impact of these and other energy sources.
- Possible alternate sources of energy that today or in the future may
 - Cost less
 - Be more available
 - Have less environmental impact

Teams do not have to research all aspects of these issues. They should however, gain a general familiarity with the issues and opportunities before they begin designing their game. The goals of the game should be to be engaging, challenging and fun while encouraging the player to think about energy issues and their possible solutions.

As discussed in chapter 5 of *The Game Maker's Apprentice* by Habgood and Overmars, there are approximately five general genres of computer games:

- Action games
- Simulator games
- Strategy games
- Adventure games
- Role-playing games

While not all of these genres are equally supported by Game Maker, there are many possibilities for applying the energy theme to these general computer game genres.