

# Programming

Name	Description
Git Gud	Use source control - or back up multiple versions of your source code.
Squash 'em Flat	Describe a logic bug (not a typo!) you found and how you fixed it.
Smooth Operator	Game does not crash, lock up, or experience any game-breaking bugs during judging.
Code It Forward	Code is clean and well-documented, and variable/function names represent their purposes.
Circle of Life	Game has a time-based system (real time or game time) such that the world changes around the player (weather, time of day, plant growth, tides, different missions).
R1, L2, Down, L1, R1	Use a console or hidden menu to change or view the game state for the sake of testing (Default console commands are not allowed!)
Leaderboard	Include a save system, high score table, or some kind of persistent, local record of previous plays of the game.
Cut to the Chase	Show a screenshot of an early build of the game running with placeholder sprites. (Programmer art)
Order Up	Include a start menu with play and quit, as well as either options or credits. All of these must be functional.
Stop! Hammer Time!	Have a pause menu with game settings (such as volume, gamma, difficulty). These also must be functional.
License to Win	Release your source code online under an open source license (i.e. GPL, MIT, CC0).

## Extra Credit

Handyman	Use an advanced game engine, library, or other external toolkit (Unity/Unreal, Three.js, etc. NOT Gamemaker, Scratch, Alice, etc.).
Method to My Madness	Diagram some aspect of the game with a professional diagram (state/data flow, UML, activity diagram).
You're All In It Together	Game uses a server to track high scores or other statistics globally (cloud saves or accounts would work too).
The Far Lands	Game features procedural content generation (like Minecraft's world generation, or a player model generator).
Easter Fairy	Program an "easter egg" into the game

# Game Design

Name	Description
Top-down	<ol style="list-style-type: none"><li>1. Write a game design document.</li><li>2. Keep your design document updated to match your final game.</li></ol>
Eightfold	Show a paper or other low-fidelity prototype of your game. (A picture of it is okay.)
Think Tank	Show a diagram of at least one element of the game logic (e.g. decision tree, player progression, or flowchart)
Escalator	The game starts simple and introduces new features or mechanics gradually.
Metamorphose	Show or explain how your game changed after a design review. (Screenshot, documents, or meeting notes)
S Rank	The game periodically gives feedback to the player based on their performance and actions. (score/rank/etc.)
Groundhog Day	Game allows the player to have a notably different experience on each replay.
Bribery	<ol style="list-style-type: none"><li>1. Get people outside the team to playtest your game.</li><li>2. Explain a change you made to your game because of feedback from a playtester.</li></ol>
Taking Aim	Describe the game's target audience and what decisions were made to make the game appeal to them.
Stage Fright	<ol style="list-style-type: none"><li>1. Have at least two different game levels or environments.</li><li>2. Have at least four different game levels or environments.</li></ol>

## Extra Credit

Cha Cha Slide	The game communicates new mechanics and challenges to the player via a tutorial or similar method.
42 Entertainment	Use a physical object as part of your game (flashdrive, QR code, etc.) that contains necessary information to complete a challenge.
It's Over 9000	Include multiple difficulty levels for players to select from.
Strategy	Show or explain how the player can use multiple approaches to solve a given problem.
With Style	Create a style guide for your game of at least one page. Should detail elements such as visual style, mood, programming standards, and voice.

## Art and Assets

Name	Description
Maker's Touch	<ol style="list-style-type: none"><li>1. At least four of the game's graphical assets were made by the team.</li><li>2. At least ten of the game's graphical assets were made by the team.</li></ol>
What a Concept!	<ol style="list-style-type: none"><li>1. Show off concept art made for the game.</li><li>2. Post art online starting at conception and ending at production. (Tumblr, Deviantart, blog, Cartridge, TMS)</li></ol>
Firebrand	Both the team and the game have logos (there need to be two distinct logos).
Font of Dreams	Game does not contain any system fonts (looking at you Papyrus, Comic Sans, and Times New Roman)
All that Glitters	Enhance the game with decorative visual effects (particle effects, atmospheric effects).
Tracklist	<ol style="list-style-type: none"><li>1. Include a soundtrack.</li><li>2. Include a soundtrack consisting of three or more tracks.</li></ol>
Beethoven	<ol style="list-style-type: none"><li>1. At least one track in the soundtrack is composed by the team.</li><li>2. At least three tracks in the soundtrack are composed by team.</li></ol>
Foley	<ol style="list-style-type: none"><li>1. Game has a variety of sound effects.</li><li>2. Game features a variety of custom sound effects made by the team.</li></ol>
Poster Child	Create a full-size promo poster for your game (18x24 inches+, like movie poster, not poster board, school appropriate)
Colors of the Wind	Make and use your own color palette and explain your choice.
Citation Needed	Have a credits page in the game that cites where all external resources came from.

### Extra Credit

Master Craftsman	All of the game's graphical assets were made by the team.
Steamboat Willy	Game features animated graphics in multiple places.
Dimensional Shift	Make and use 3D models in your game (or 2d sprites generated from your 3d models)
Drums of War	Audio changes dynamically based on gameplay (e.g. music cues respond to gameplay or mood affects music)
Talkie	Use voiceovers recorded by the team (for dialogue, exposition, narration, etc).

# Theme and Story

<b>Name</b>	<b>Description</b>
Theme Hospital	1. Story, art, and assets are somewhat connected to the theme. 2. Story, art, and assets are all completely connected to the theme.
Storytime	Game communicates a story of some sort (No Tetris).
Exposition	Game environments contain information about the story (collectible notes, logs, meaningful setpieces).
Detail-Oriented	Story is revealed progressively via cutscenes or meaningful player/NPC interactions.
Ludonarrative	Theme is expressed through gameplay. (The player's actions must reflect the theme.)
Far Far Away	1. The story takes place in a well-defined setting. 2. The story takes place in multiple, well-defined settings that give meaning to, and enhance the plot.
E for Everyone	Both gameplay and story are family-friendly. (It can still explore mature themes, however explicit material cannot be judged.)
Exoskeleton	Create a detailed outline for your game's story.
Curly Braces	Story has a clear beginning, middle, and end (archetype cycles such as the hero's journey).
Supporting Role	Story features a secondary or supporting character.

## **Extra Credit**

Plot Thickener	Story features character development (change over time).
Did the Research	Research the theme and write at least one page on your findings (should be at least 500 words with at least two sources).
Guiding Light	Create a reference guide (manual) to the story, background, or characters present in the game of at least one page.
Wordsmith	Write a short story based on, or related to, your game. (At least 1200 words typed or 4 pages of a graphic novel or comic)
Easel	Create a storyboard and written description of at least one scene or screen in the game.

# Management

Name	Description
Clockwinding	Show off meeting minutes or other notes regarding team decisions.
Resonance	Briefly describe how two or more team members worked together on a single task.
Dissonance	Briefly describe how your team resolved a conflict or disagreement.
Exhibit A	Show off your game and team at your booth using visual aids such as a slideshow or posterboard.
13th Floor	Give the game's elevator pitch (convince people to buy your game in ~30 seconds).
Team Spirit	Bring team business cards, a banner, flyers, buttons, pamphlets or other promotional materials.
Dress for Success	Coordinate your team's dress on event day (custom t-shirts, matching colors, themed with your game, etc.).
Blogatog	1. Have a development blog or social media page for your team (minimum one post a week for one month). 2. Update your blog or social media page at least once a week for two months (the more the better!).
Skynet	1. Include team/game logos, team photos, and game screenshots on your TMS page. 2. Completely fill out your game page on TMS.
Hype Train	Make a banner/sidebar advertisement for your game and post it on social media.
Chatterbox	Use an asynchronous communications tool such as email, slack, remind, etc. throughout the game making process to stay connected.
<b>Extra Credit</b>	
Giving Back	Publish an online tutorial about a problem you solved during development.
Media Mogul	Create and submit a press release for your game online or in print (newsletter, newspaper, school bulletin, blog, website, etc.).
Final Cut	Make a trailer for your game.
Manifest	Create a physically crafted mascot for your game (plushy, sculpture, papercraft, etc.).
Taskmaster	Make milestones, break development milestones into smaller tasks, and assign time estimates to each one. (Trello/Jira/Asana/Excel)