OGPC Season 15 Quick Facts

This is a brief summary of basic details about OGPC. For further information, refer to the Competition Manual, available on the season 15 page: https://www.ogpc.info/season-15/
Updated 3/30/22

Where: Western Oregon University. Competition in the New Physical Education building. Award ceremony in the Pacific room of the Werner University Center. Parking in Lot G.
https://wou.edu/resources/files/2017/09/WOU_campus-map_2019.pdf
When: May 14th, 2022. ~9:00-4:00
Registration Deadline: April 15th, 2022
Cost: $50 per team

What to expect: Teams should plan on arriving by ~8:30-9:00 am to check in and set up.
The event will begin at ~9:45. Judging continues until ~3:00. Each team will have a ~30-minute judging period where a team of judges will come talk to the team and evaluate their project. During the rest of the day, the team can take turns showing off their project to other students and venturing out to explore other projects and sit in on presentations by industry pros. The award ceremony takes place at about 3:30.

What is provided: Each team will have one folding table (approximately 3x6) on which to set up their presentation. Each table will have an extension cord tun to it - if you need more than one plug, bring your own power strip. Wifi will be provided, teams may not set up their own wireless network or hotspots.

What to bring: Consent form signed by a parent/legal guardian for each team member. Food - WOU usually has snacks for sale, but you should pack your own lunch. (Do not plan on having time to run out for lunch unless there is a non-coach parent who goes out to bring it back for the team). One or more computers to display your project. Posters, game manuals, examples of early art, etc… you want to display.

Visitors: Parents, friends, and family are welcome to attend the event.

COVID Guidelines: OGPC will be following the guidelines set by Western Oregon University for events. Currently, masks are not required but are encouraged. Vaccines are not required.

Key Competition Rules:

- Teams must have 2-7 members + an adult coach. If some of the team can't make the main event, that is OK, but may impact scoring (if for example no one present can explain the code or how art was made). No student can be on more than one team.
- Teams compete in either Middle School or High School. Mixed teams will compete in High School.
- Entries consist of a game and a Team Management System (TMS - https://tms.ogpc.info) entry that documents the game (including a trailer video and a "making of" video)
- All games must be E10+ (or below) on the ESRB scale (https://www.esrb.org/ratings-guide/)
- No VR games this year. We want to minimize people putting on face-based hardware
- No team can pay for any assets to use in their game, must respect copyright laws while using assets, and must document the origin of any assets not created by the team