

International Games SIG Classic Game Showcase 2018

Game Overview: **Date:**

One-Sentence Description	
List of Team Members and Their Schools	<first name> <last name> <school> <email address>
School Level	<main contact phone/Skype/WhatsApp number>
Target Platform and Audience	<input type="checkbox"/> College/University <input type="checkbox"/> High School <input type="checkbox"/> Classic Intellivision <input type="checkbox"/> Intellivision Lookalike <input type="checkbox"/> Intellivision Reboot ROM Size (Classic only): _____ K bytes
One-Paragraph Summary of Gameplay and Objectives	
Key Features	
Thumbnails of Game Art	
Software Libraries and Packages Used	
Third-Party and Ready Made Asset Credits	<if more than one or two, use list on next page>
Faculty Member Name & Contact Information, if any	<first name> <last name> <school> <email address>
YouTube Link	
Misc. Notes	

Submitted by: <insert contact name and email and optional phone number here>

Remember to print out and bring copies of your team's resumes to the event.

Note: submissions should be written in English, and at least one presenter should be able to demonstrate gameplay and answer questions presented by the judges in English.

- William Fisher 9/12/2012 5:52 PM
Comment [1]: Insert your game name here
- Bill Fisher 3/21/2018 12:07 AM
Comment [2]: Date that this document was prepared/modified.
- William Fisher 9/12/2012 5:55 PM
Comment [3]: Give us a short, clear description of the game: genre, theme and primary goal. For example, "ABC is a side-scrolling shooter game where the enemies are vegetables and you are a squirt bottle of ketchup."
- William Fisher 4/19/2018 4:54 PM
Comment [4]: We need to know your names and, if you are student, your schools – spelled correctly -- so we can give credit. It's OK for members of a ... [1]
- William Fisher 3/20/2018 10:57 PM
Comment [5]: Is this a college-level team or a high-school team? Both levels are welcomed, but high school team ... [2]
- William Fisher 4/24/2018 12:55 PM
Comment [6]: List the target platform. This must be one of (a) Intellivision(tm) emulator ("Classic"), (b) Lookalike g ... [3]
- William Fisher 9/12/2012 7:12 PM
Comment [7]: What role does the player take on? What does the player do in the game? Are there levels? A "boss" to ... [4]
- William Fisher 9/12/2012 6:35 PM
Comment [8]: Write down a quick series of bullet points – the summary of elements that you'd want to put on a Web site ... [5]
- William Fisher 4/20/2018 8:59 AM
Comment [9]: Insert two or three small images showing key aspects of the game. These don't need to be large, becau ... [6]
- Frost, Dan 3/3/2016 10:28 AM
Comment [10]: List software tools, libraries, engines, and frameworks that you used to make the game.
- William Fisher 3/3/2016 10:19 AM
Comment [11]: Is any non-original art content included in this game? Are you using libraries of sound effects or 3[... [7]
- William Fisher 4/20/2018 9:03 AM
Comment [12]: Give complete contact information and name of school for the main advisor for this project, if this is ... [8]
- William Fisher 4/20/2018 9:04 AM
Comment [13]: Insert the link to your short (2-5 minute) YouTube video preview of the game. See rules for details of ... [9]
- William Fisher 4/20/2018 9:09 AM
Comment [14]: If any members of the team are employed at game development companies, please list their names ... [10]

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List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Intellivision EXEC and GROM: "Intellivision, the Intellivision name and trademarks, and technical components such as the EXEC and GROM data files, are the property of Intellivision Productions, Inc. and are used by permission."	Intellivision Productions, Inc.	

Frost, Dan 4/20/2018 9:11 AM
Comment [15]: Use this table if the game has more than one or two assets created by people not on the team. If all assets are made by the team, this section can be left blank. Assets include any creative components, ranging from code to images to audio and even text.

William Fisher 5/1/2018 3:01 PM
Comment [16]: Always give credit where credit is due. In this case, the ability to use the EXEC and GROM free of charge for development and demonstration purposes is being permitted by Intellivision Productions, Inc., which requests only that it be listed in this manner on the submission form. Just leave this language here. Removal will invalidate your entry.

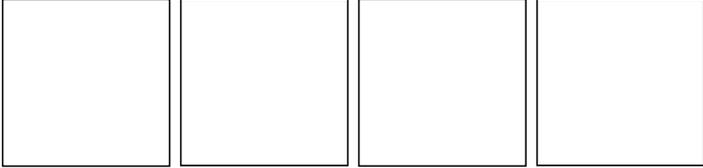
When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?
 How did the design evolve during development? What changed, and what didn't?

William Fisher 4/20/2018 9:10 AM
Comment [17]: Every project runs into technical challenges. We want to hear about the ones that affected your project, and how you resolved them. This helps us gauge the technical skills of the team and will influence the judging for optional special awards such as "Best Engineered Game".

International Games SIG Classic Game Showcase 2018

Game Overview: Vegetable Warriors

One-Sentence Description	It's picnic time – you're a bottle of ketchup and you have to fight off all manner of marauding vegetables determined to ruin your perfect day in the park.
List of Team Members and Their Schools	Joe Person, XYZ School (joe@myschool.com) Jane Otherperson, ABC School (jane@otherschool.com) Main contact: (949) 555-1212
School Level	<input checked="" type="checkbox"/> College/University <input type="checkbox"/> High School
Target Platform and Audience	<input checked="" type="checkbox"/> Classic Intellivision <input type="checkbox"/> Intellivision Lookalike <input type="checkbox"/> Intellivision Reboot "Children of all ages".
One-Paragraph Summary of Gameplay and Objectives	This is a 2D scrolling game where the player runs and jumps among multiple moving platforms collecting powerups and avoiding five different types of enemies, such as pickles, onions and zucchini, plus a huge end-of-level Boss. The goal is to knock down enemies by squirting ketchup onto them and then to defeat the Boss in the least time possible.
Key Features	<ul style="list-style-type: none"> • Ten levels of increasing complexity • Fifteen different power-ups • Unique musical theme on each level • Night and Day options • Special "Ant Invasion" mini-game
Thumbnails of Game Art	
Software Libraries and Packages Used	"Unity 3D" development system, with DunGen add-on package. Some models made with Maya.
Third-Party and Ready Made Asset Credits	See table on next page. (Do not provide license text.)
Faculty Member Name & Contact Information	Dr. Michael Advisor, XYZ School. advisoremail@xyzschool.com. (949) 555-1212.
YouTube Link	www.youtube.com/linktomyvideo
Misc. Notes	Jane Otherperson is currently a part-time intern at XYZ Games.

Submitted by: Joe Person, joe@myschool.com (949) 555-1212

Delete this page when submitting the final document in your email. Save as a PDF.
Your final PDF must be no more than two pages long, including the asset list.

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List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Background music "Spooky Loop"	Freesound.org, by megasoundman	
Sound effect "Witch's shriek"	soundbible.com, by brewmeanother	We speeded it up a bit and raised the pitch
Texture "camel fur"	lostandtaken.com/gallery/fur032, no creator given	A bit of photoshopping
Texture "shiny skin"	http://www.mayang.com/textures/Architectural/images/Tiles/shiny_skin_4887.JPG	
Robot model, texture, and rigging	Unity Asset Store, Robots Run Amok package	

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?
 How did the design evolve during development? What changed, and what didn't?

The animations for the game were too large for the available memory on some mobile devices. We had to optimize and reduce the number of frames of animation in order to get the memory footprint down.