



The topic of this Pocket Code Game Jam is “**Alice in Wonderland**”

The surprise theme is “**Have I gone mad?**”

Guidelines:

- If you are working in a team, choose a team name
- Use the “shape for a game” – your game needs to have at least:
 - A title screen
 - Some instructions
 - A Game Over screen
 - A Win screen
- Your game must relate to Alice in Wonderland and also to the surprise theme
- Use Alice-inspired graphics; but be aware of copyright issues, and give credits
- “**Creativity is born from constraints**”: Use diversifiers as additional challenges and to make the game design more exciting (choose a maximum of 4):
 - Use sensors
 - Implement at least two levels
 - Check the learned content, e.g., through a quiz, if it’s a serious game
 - Implement collision detection
 - Use a foreign language, e.g., English, instead of your mother tongue
 - Use one quote from Johnny Depp in your game

Upload and Submit:

Upload your Pocket Code program and fill out the description (what’s your game about?). Include the following two hashtags in the description of your game:

- **#CodeEU**
- **#YourTeamsName** (fill in the name of *your* team; do *not* use “YourTeamsName”)

Then fill out the following questionnaire. If you worked in a team, please name your team members:

- <http://goo.gl/forms/KVBqJv64WL>