Alice Game Jam
10.-18.OCTOBER 2015

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**