

Hack the Valley IV: Battle of the Coding Clashers

October 15th 2021 - October 17th 2021 *OFFICIAL RULES PLEASE READ CAREFULLY PRIOR TO ENTRY.

1. THE MISSION 1/5

The main goal of the challenge is to encourage people to create video games that are original and educational. The purpose of creating these games is to provide creators with opportunities to encourage their innovative thinking and technological skills. Additionally, this is coupled with the requirement of introducing youth and adults to computer science via educational video games.



The Mission (Cont.) 2/5

Thus, your challenge to create a video game is as follows :

- All code must be original in content
- The video game must be educational in nature
- should be created for players who are youth / adults (aged 16+);
introducing them to Computer Science in context while enhancing their
STEM related proficiencies (i.e. Science, Technology, Engineering,
Mathematics). (For example, you may create an educational video game
teaching adult learners how to code).

*****JUDGING CRITERIA*****The Mission 3 / 5 ***THE NEXT SLIDE IS THE FINAL PART OF The Mission (Cont.)

- All code being original in content
 - The video game being educational in nature
 - The video game being created for players who are youth / adults (aged 16+); introducing them to Computer Science in context while enhancing their STEM related proficiencies (i.e. Science, Technology, Engineering, Mathematics). (For example, you may create an educational video game teaching adult learners how to code).
 - The end product must fit within the overall mission of the University of Toronto, and also the overall mission of Pinnguaq. In other words, a game cannot be proposed that is deemed inappropriate to these missions (requirement).
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- U of T mission: <https://www.utoronto.ca/about-u-of-t/mission>
 - Pinnguaq mission: <https://pinnguaq.com/about/>



The Mission 4 / 5...

All participants in the challenge are to be judged on the following (total max: 100 points) • How engaging is the game, meaning that players embrace it, enjoy it (15 points) • Is the game educational, points assigned for going beyond entertainment(10 points)

- Is the game storyboard well thought out (5 points)
- Are the game components – (a) challenge, (b) strategy and chance, (c) aesthetics, (d) theme, and (e) rewards – well considered (25 points; 5 points each component)
- How functional is the prototype (25 points)

○ *****An additional 20 points will be given to all teams who participate in the Intro to Serious Game Design workshop hosted by Pinnguaq Association at Hack The Valley IV on Friday October 15th 2021 from 9pm - 10:30pm. *****

Best of luck to all the Hackers. See you at Hack the Valley IV!



The Mission 5/5 is brought to you by the following sponsors...



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