Prototype Playtime

Social **(12:30 PM - 1:15 PM)**

For those who do not have a team, you can socialize with others and form a team before the building phase starts.

Building Phase (1:15 PM - 6:15PM)

We will announce the theme of the competition. You must incorporate the theme in your game in some way. You will be creating the design of your game and documenting it on a word document. Follow the design document template and add extra sections if necessary for your game. You will also have to implement at least one feature of your game. Some features may include collecting coins, score system, movement, health bars, etc. You have to upload your design document to this folder and push your project onto GitHub. If you do not know how to use GitHub or need assistance with your game, the officers can help you.

Judging Phase (6:15 PM - 7:00 PM)

Teams will give a 5 minute presentation their game to the judges. You will have to explain the design of your game and showcase the feature you implemented (refer to the grading rubric for specifics on what you will be judged on). You will also talk about the difficulties you've faced, how you approached them, and the solution (or possible solution) to fix the problem.

PRIZES!

Here are the amazing prizes for this event:

1st Place Winners:
- $25 Amazon Giftcard or $25 worth of Unity Assets for each person

Rules
1. Teams must consist of only two people (no more no less).
2. No projects should exert any content that is obscene or racially offensive.
3. You may not use any builds made in the past.
4. A valid submission includes a design document and working feature.
5. Try to follow all components of the judging rubric.

How to Submit your Project

When the build phase is over, everyone must have their design document uploaded to a specified [Google drive](#) or it will <u>not</u> be judged. You must upload your project onto your Github.