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LASSONDE GAMES 22

FEB 18th – 20th

Welcome to Lassonde Games 2022 and congratulations on your team's acceptance! With 6 amazing sponsors and over 130 participants, this year is sure to be exciting!

This document will highlight a few key details about the competition this year, including a general overview of the three challenges, some tips on how to prepare, and the agenda for the weekend.

To begin, LG 2022 will be hosted virtually over a few platforms. This is to ensure that your Lassonde Games experience is as memorable as possible, and so you can enjoy every aspect of the event. As with every Lassonde Games, the final day of the competition will include networking opportunities with our sponsors, as well as the return of our fireside chat which will allow you to learn even more about our Platinum Sponsors.

We have included a set of links below that your teams should keep as reference throughout this competition.

Airmeet: Event link will be emailed to you
This will be the main platform for the event including judging, networking, competitor workspace, opening, and closing ceremonies.

Discord Server: (you're all already in the server)
For important announcements, questions, mini competitions, and team chat channels. Please check this server frequently leading up to the competition.

Google Sheets: Link
This will be for the judging schedule once it has been finalized. Please check this link on Sunday, February 20th for the final update!

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Julia Paglia

Joshua Abraham

Hi, I'm Julia and I'm in my final year of Computer Engineering. Lassonde Games started out as an idea of mine 3 years ago, and it's been growing ever since. I'm looking forward to making it bigger and better this year with more competitors and sponsors (which is why I brought Josh back). This is going to be another awesome competition year!

Hey, I'm Josh. I graduated from Lassonde last year with a degree in Computer Engineering. Along with participating in many competitions at York, I have also had the opportunity to co-lead Lassonde Games since its creation in 2020. This year, I have been forcibly brought out of retirement to help co-lead once more.

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Sofia Graci

Hi My name is Sofia. I am in my 3rd year of Mechanical engineering. I participated last year in Lassonde Games and had so much fun I decided I wanted to be an organizer.

Nour Khalil

I am Nour Khalil, a fourth year Space Eng student and part of the first-place winning team (Enigma) of Lassonde Games 2021! I am back as an organizer this time and looking forward to seeing everyone compete this year.

Nagham Sabbour

Hi everyone, I'm Nagham Sabbour and I'm a 3rd year Computer Engineering student. A fun fact about me is that I love photography. After 2 years of being a Lassonde Games competitor, I am proud to be part of the organizer team this year!

Mohammed Fulwala

Hey I am Mohammed. I have lost Lassonde games every year, so this year I decided to organize. If you can't beat them, join them. A fun fact about me, I have a self proclaimed title as the Best Debugger at Lassonde.

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Lassonde Games is split into 3 challenges: (1) Programming, (2) Prototyping, and (3) Innovative Design. Teams **MUST** compete in all 3 challenges and those who fail to participate will be disqualified. The top 3 winning teams will be determined based on a combined score across all challenges! There will also be an honourable mention for the top-placing team in each category.
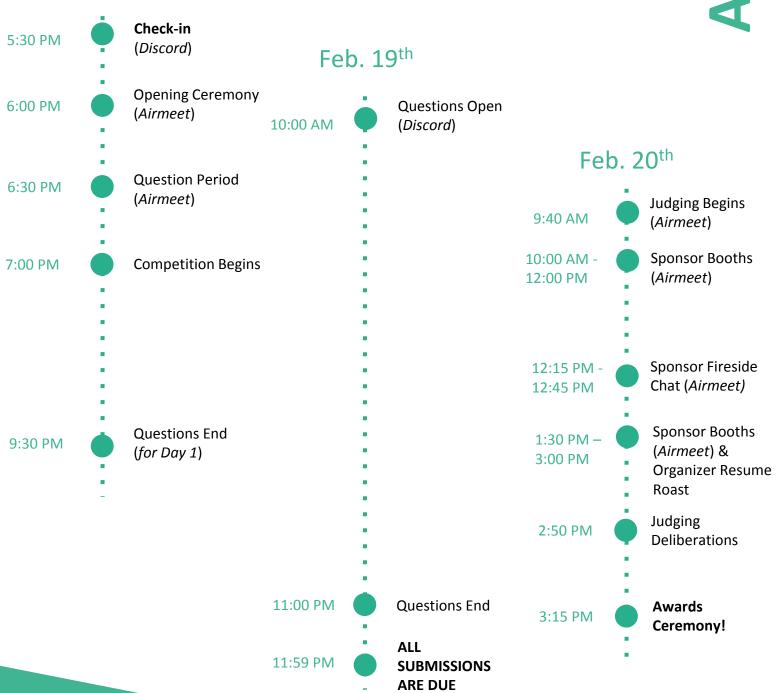
Each team will be given a Google Drive link for their file submissions. Teams will be given all three challenges simultaneously and can work on all three up until the final submission deadline. Due to the virtual nature of the event, there have been some amendments made to the challenges to ensure they are still feasible to complete in a remote environment.

Programming Challenge: The problem will be open-ended, so you can code your solution in any programming language your team prefers. There is nothing to prepare ahead of time for this challenge, but you should ensure your development environments are set up before the event.

Prototyping Challenge: Since this is a virtual challenge, teams will be creating a 3D model to solve the given problem, rather than a physical prototype. It is highly recommended that, prior to the competition, all teams familiarize themselves with 3D modelling tools such as: SolidWorks, FreeCAD, AutoCAD, TinkerCAD, etc. You can use any 3D modelling software your team prefers, including ones not listed above.

Innovative Design Challenge: This challenge will involve a much more formal presentation than the other 2. Your team will be pitching a solution to a given design problem. There is nothing to prepare ahead of time for this challenge.

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Feb. 18th

5:30 PM	**Check-in** (*Discord*)
6:00 PM	Opening Ceremony (*Airmeet*)
6:30 PM	Question Period (*Airmeet*)
7:00 PM	Competition Begins
9:30 PM	Questions End (*for Day 1*)

Feb. 19th

10:00 AM	Questions Open (*Discord*)
11:00 PM	Questions End
11:59 PM	**ALL SUBMISSIONS ARE DUE**

Feb. 20th

9:40 AM	Judging Begins (*Airmeet*)
10:00 AM - 12:00 PM	Sponsor Booths (*Airmeet*)
12:15 PM - 12:45 PM	Sponsor Fireside Chat (*Airmeet*)
1:30 PM – 3:00 PM	Sponsor Booths (*Airmeet*) & Organizer Resume Roast
2:50 PM	Judging Deliberations
3:15 PM	**Awards Ceremony!**

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Lassonde Games wants to provide a fair competition for all, while promoting the quality of Lassonde students to our external guests. All rules listed below must be adhered to throughout the competition.

- All submissions must be uploaded and not edited after 11:59 PM on Saturday, Feb 19th. Late submissions will not be accepted.

- Plagiarism, or use of other people's work without citation will result in immediate disqualification from the competition.

- Assistance from external parties who are not part of the competition team is prohibited, and will result in team disqualification.

- Failing to attempt all three challenges will result in disqualification from the competition.

- Acting in an unprofessional manner during judging, or any interactions with sponsors will result in point deductions, or potential disqualification. The organizers will also remove your resume from the package being sent to sponsors after the event.

- Teams who arrive late to presentations will **not** be given any extra time (unless the lateness is at the fault of a judge going over time).

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AFA Systems is a leading provider of Engineered Packaging Automation Systems to users worldwide. As a partner to the school, and a returning Platinum sponsor, AFA is constantly looking for co-op students specifically from Lassonde and they can't wait to meet everyone!

CIBC is a leading Canadian bank and financial institution. Their co-op and internship opportunities offer you dynamic, challenging and collaborative experiences, so you can start building the skills you need to launch an incredible career once you graduate. CIBC has a well established relationship with Lassonde, and is looking for more students to join their team!

DecisivEdge is a technology solutions firm, whose projects span across multiple industries including healthcare, finance, and real estate. Their employees range from consultants/PMs, to business analysts, to software developers. They are eager to meet and work with more Lassonde students as a returning Platinum sponsor!

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IBM is a multi-disciplinary technology company, focusing on developing cloud technologies for enterprise level customers. IBM has a long standing partnership with Lassonde Games, and is excited to see another year of competitors!

KPM Power specializes in customized lithium ion battery solutions, battery management systems, and design for manufacturing services. As Lassonde's co-op employer of the year, they are looking to continue to grow their pool of talent at Lassonde Games this year!

Ontario Science Centre is attending Lassonde Games this year as a new partner. Intrigued by the competition theme, their team has added input to the backstory to help make it even more realistic and relevant!