OGPC Season 16 Quick Facts

This is a brief summary of basic details about OGPC. For further information, refer to the Competition Manual, available on the season 16 page: https://www.ogpc.info/season-16/
Updated 11/5/22

Where: Western Oregon University. Competition in the New Physical Education building. Award ceremony in the Pacific room of the Werner University Center. Parking in Lot G.
https://wou.edu/resources/files/2017/09/WOU_campus-map_2019.pdf
When: May 20th, 2023. ~8:30-4:00
Registration Deadline: April 14th, 2023 (Or when we reach max capacity: 60 teams)
Cost: $50 per team

What to expect: Teams should plan on arriving by ~8:30-9:00 am to check in and set up.
 The event will begin at ~9:45. Judging continues until ~3:00. Each team will have a ~30-minute judging period where a team of judges will come talk to the team and evaluate their project. During the rest of the day, the team can take turns showing off their project to other students and venturing out to explore other projects and sit in on presentations by industry pros. The award ceremony takes place at about 3:30.

What is provided: Each team will have one folding table (approximately 3x6) on which to set up their presentation. Each table will have an extension cord tun to it - if you need more than one plug, bring your own power strip. Wifi will be provided, teams may not set up their own wireless network or hotspots.

What to bring: Consent form signed by a parent/legal guardian for each team member. One or more computers to display your project (see the Competition Manual for hardware limitations). Posters, game manuals, examples of early art, etc… you want to display. Food - WOU usually has snacks for sale, but you should pack your own lunch. (Do not plan on having time to run out for lunch unless there is a non-coach parent who goes out to bring it back for the team).

Visitors: Parents, friends, and family are welcome to attend the event.

Key Competition Rules:

- Teams must have 2-7 members + an adult coach. (3+ members for schools bringing multiple teams). If some of the team can't make the main event, that is OK, but may impact scoring (if for example no one present can explain the code or how art was made). No student can be on more than one team.
- Teams compete in either Middle School or High School. Mixed teams will compete in High School.
- Entries consist of a game and a Team Management System (TMS - https://tms.ogpc.info) entry that documents the game (including a trailer video and a "making of" video)
- All games must be E10+ (or below) on the ESRB scale (https://www.esrb.org/ratings-guide/)
- Projects must fit on the table and only involve a play area a few feet wide in front of it. (No room-scale VR or physical cockpits.)
- No team can pay for any assets to use in their game, must respect copyright laws while using assets, and must document the origin of any assets not created by the team