TSA 2019-2020

Midlothian, Virginia

B- 39 Video Game Production

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LEAP Report – Competition Engagement (HS)
Competitive Event Leadership Experiences

B- 39 Video Game Design
Competitive Event
2018
Participant/Team ID#

The Student Leadership Challenge®

Practices	Behaviors	Leadership Experiences
Model the Way	Follow through on promises and commitments	Team members met before beginning the project to discuss strengths and weaknesses. Team members discussed during the course of the project to designate specific responsibilities to each member of the group.
	Set a personal example through actions	
	Align others with principles and standards	
	Seek feedback about impact of actions	
	Make sure teammates support common values	
	Talk about values and principles	
Inspire a Shared Vision	Look ahead and communicate future ideas	Team members left negativity at the door when coming together to work on team projects so as to maximize efficiency. Plans were made at the end of each work session to plan for future meetings.
	Describe ideal capabilities	
	Talk about how future could be improved	
	Be upbeat and positive	
	Communicate purpose and meaning	
	Show others how their interests can be realized	
Challenge the Process	Challenge current skills and abilities	After experiencing failure, members of the group discussed methods of improvement. To avoid stress, the workload was separated between meetings.
	Break projects into smaller do-able portions	
	Search for innovative ways to improve	
	Ask "What can we learn?"	
	Take initiative in experimenting	
	Help others try out new ideas	
Enable Others to Act	Foster cooperative relationships with others	Team members were allowed to think freely and give their ideas in the group.
	Actively listen to diverse viewpoints	
	Treat others with respect	
	Support the decisions other people make	
	Give people freedom and choice	
	Provide leadership opportunities for others	
Encourage the Heart	Praise people	At the end of each meeting, team members discussed accomplishments and complimented other members on their areas of success. Team members never took credit for other members' accomplishments.
	Encourage others	
	Express appreciation for people's contributions	
	Publicly recognize alignment with values	
	Celebrate accomplishments	
	Creatively recognize people's contributions	

Student Copyright Checklist

STUDENT COPYRIGHT CHECKLIST
(for students to complete and advisors to verify)

1) Does your solution to the competitive event integrate any music? ☐ YES ☑ NO

   If NO, go to question 2.

   If YES, is the music copyrighted? ☐ YES ☐ NO

   If YES, move to question 1A. If NO, move to question 1B.

   1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

   1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

   CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

   I, __MAJ TOM BOURNE__ (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

2) Does your solution to the competitive event integrate any graphics? ☑ YES ☐ NO

   If NO, go to question 3.

   If YES, is the graphic copyrighted, registered and/or trademarked? ☐ YES ☑ NO

   If YES, move to question 2A. If NO, move to question 2B.

   2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

   2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

   CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

   I, __MAJ TOM BOURNE__ (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

3) Does your solution to the competitive event use another's thoughts or research? ☑ YES ☐ NO

   If NO, this is the end of the checklist.

   If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

   If NO, properly cite the thoughts/research of others in your documentation.

   CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

   I, __MAJ TOM BOURNE__ (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

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Storyboard

Purpose

The purpose of the game is to promote and to describe the Olympic sport of rowing, and the different events under the category by providing an entertaining game.

Description

The game we have programmed is based loosely on the Olympic rowing event of double sculls (2X) where rowers propel their boats in a straight line down 2,000 meters, or roughly 6561 feet. In the event, two rowers sit backwards to each other in a small rowing boat called a scull that has two oars on each side. Each rower holds and oar in each hand, and their feet are secured to the boat. As the row, their seats slide forwards and backwards along rails.

In regards to the source material, our game has *a few* creative liberties, most notably three. Compared to the description above, one thing may stand out from the beginning, the path is not straight. In order to create unique and interesting levels, we had to make our first creative liberty and we had to make the paths derive from a straight path. The second creative liberty we had to make is that compared to the actual sport our game is based off of, there is only one rower, compared to the realistic two. Finally, a third creative liberty we had to make was to change the landscape. In the real sport, the body of water that is used is just a straight dead shot. When making the game, we realized that that lack of varying landscapes made both the game play boring and the visuals dull. To solve this, we implemented caves to pass through and a curvy path to follow. Despite the several inaccuracies, we hope the creative liberties we made would help fulfill our purpose of creating a game that promoted the sport of rowing and was entertaining.

Controls

When playing the game, one of the first things noticeable is the controls. There are six primary controls. Pressing **Q** will drive the scull *forwards to the right*, pressing **E** will drive the scull *forwards to the left*, pressing **A** will drive the scull *backwards to the right*, and pressing **D** will drive the scull *backwards to the left*. These key presses only turn the scull. In order to drive the scull forward, you'll need to press **Q and E**, and to drive the scull backwards, you'll need to press **A and D.**

When first developing the controls, we wanted to create a control scheme that was easy to pickup, and hard but rewarding to master. Finding inspiration for rowing controls was difficult due to the limited video game representation of rowing. We ended up taking inspiration from *Minecraft: Pocket Edition*, which has a similar, but more simplistic control scheme.

Game Play

When starting the application, you will be directly put into the game and given a run down on the controls. Due to the unique controls, it would be too punishing for a set way to lose. Like pars in golf, there is a time target that most players should aim for. Once the level is completed, even if you have not met the time target, you will proceed. Once the level or levels have been completed, the game will end and the player will have to exit the application.

Plan of Work Log

Citations

- **Olympic Sports : Rowing| │ The Tokyo Organising Committee of the Olympic and Paralympic Games**

  "Olympic Sports : Rowing │ The Tokyo Organising Committee Of The Olympic And Paralympic Games". *The Tokyo Organising Committee Of The Olympic And Paralympic Games*, 2020, https://tokyo2020.org/en/games/sport/olympic/rowing/. Accessed 5 Feb 2020.

- **Rowing Equipment and History - Olympic Sport History**

  "Rowing Equipment And History - Olympic Sport History". International Olympic Committee, 2018, https://www.olympic.org/rowing-equipment-and-history. Accessed 5 Feb 2020.