MIND GAMES REQUIREMENTS

1.   What's the idea?

Puzzle games, brain games and riddles have a long tradition and in the recent years some cool and thought provoking takes on a casual puzzle design can be observed. We are interested in pushing puzzle online games to a broader level and to motivate designer to create innovative playful games that challenge different mind skills (logic, strategy, creativity, visual, musical and memory).

Red Bull is working on a platform that highlights best practice examples that can be played for free and we will also organize annual real-world challenges. We are planning to highlight every year 30-40 games and their designers on www.redbullmindgamers.com . The games that are on the platform should not take longer than 30 minutes and are contextualized by a gamified backend where players can collect „mind skill points" by completing the games.

2.   What can I win?

The category for the games is „mind games" and the games should be innovative puzzles that focus on mind skills like logic, strategy, creativity, musicality or visuality. The games need to be in **HTML5**. The selected games will be hosted on the Red Bull Mind Games Website. From all the submissions, our jury will select the winners for the following prizes*:

- **Winner 2000€**
- **Runners up 500€**

The winner's games will be hosted on the Red Bull Platform **(IP stays with the designers**, more details see section 5). Runners-up that rock but didn't win, will also get the chance to publish the game on the online platform.

*The winners will be asked to include a short tutorial for the game and to sign the legal requirements for hosting their game on the platform after the competition as a requirement to collect the cash-prize.

3.   What are Mind Gamer Skills?

When we play puzzle games we are challenging our minds and we solve them by applying specific cognitive and mental skills. Cognitive skills are the core skills your brain uses to think, read, learn, remember, reason, pay attention and play. Most puzzle designs focus on logic and memory, but others involve refreshing challenges that provoke our creativity or musicality. We are looking for games that try new approaches or revitalize classics in the following categories. Of course, overlaps will apply and these definitions should only give first directions and ideas:

- **Logic**

    Enables players to reason, form ideas, and solve problems. This area has to do with logic, abstractions, reasoning, numbers and critical thinking. These games could include elements like abstract symbols, logical problems, formulas, complex operations, pattern recognition, connections among complex components and cause and effect relationships.

- **Strategy**

    Strategic thinking is a mental process applied by players in the context of understand implications of strategic actions to their success in the game. In some cases, players create a mental model of the complete end-to-end system or his or her role within it. Players might also have to "think in time" - which means being able to hold past, present and future in mind at the same time.

- **Creativity**

    Creative problem-solving in puzzles is the mental process of searching for a new and novel creative solution to a problem. This can imply techniques like reframing a problem, increase the quantity of fresh ideas or a change of perspective to identifying new dependent dimensions.

- **Visual Problem Solving**

    By solving visual puzzles players are challenged to think in visual images and use spatial judgment and the ability to visualize with the mind's eye. Skills needed are observation, shapes and colours recognition or the reproduction through artwork. Also, the perception of three-dimensional space and decoding of information in graphs, charts, diagrams can be part of these puzzles.

- **Musicality**

    Musical intelligence enables players to analyse, blend, and segment sounds. This area has to do with sensitivity to sounds, rhythms, tones, and music. Players need to use their sensitivity to rhythm, pitch, meter, tone, melody or timbre or recognizes musical styles, collect music or use musical information.

- **Memory**

    Using memory skills in puzzles is the process in which information is encoded, stored, and retrieved. This can include the ability to orient oneself in space, to recognize and follow an itinerary, or to recognize familiar places, patterns or structures. Also, memorizing numbers, combinations and symbols might be part of this.

4.   What are the requirements?

Online Mind Game Design Requirements:

- **Game has a success metric** (can be completed and scores automatically)
- **Is solvable in 10-30 minutes**
- **Has to fit into the mind skill frame** (one or more categories)
  - logic
  - strategy
  - creativity
  - visual
  - musical
  - memory
- **Language: English only**
- **Scaling (mobile, desktop, tablet)**

Online Mind Game Technical Requirements

- **JavaScript, HTML5, Assets**
- **Phaser and Pixi are highly recommended frameworks**

Additional Stuff

- **File size limitation** (not more than 20MB)
- **Sound files: .mp3**
- **Delivery: as ZIP or repository-link**
- The game will be hosted on the Red Bull Mind Gamers Platform and loaded through an **iframe**, so you have to provide one html file as your entry point, this **html file should start the game immediately**. Your game should **scale and adapt to the edges of your viewport** (which will be the iframe boundaries), usage of the HTML5 fullscreen API is not allowed.
- Everything Game-related happens inside the game, so **you're responsible for all bugs and scoring**.
- Once the user has reached the **end of the game you have to call** the following line:
- ```
  parent.postMessage("gameOver:2:85","*");
  ```

- **parent** is always our website (because it's loaded through an iframe), so that never changes

- **postMessage** is the standard JavaScript-API, so that doesn't change either

- the **following string** needs to be adapted by the result the user has scored in the game and is delimited by ":".

    - The first part is the type of message, which in this case will always be "gameOver"

    - The second part represents the difficulty level (therefore 1, 2 or 3)

    - The last part is the achieved score in percent relative to what is achievable. That means if your game has no score and a simple boolean win condition this is either 0 or 100. If your game has 1-3 stars and the player reached two of them, then the number would be 66. Make sure to always return integers.

- the **asterisk** at the end **"*"** should remain as we have multiple environments we'll test the platform and there are no security implications in "leaking" scoring information

Legal Requirements:

To allow Red Bull to host your game on their website both sides have to sign an agreement. Once your game is selected as a winner, we will ask you to sign the agreement to continue the selection process. The agreement includes:

- That the **IP stays with the designers** and Red Bull cannot change the game without permission.

- That the **content** from the game is **owned by the designers**

- The **allowance to host the game** on the platform for 2 years (until recalled by either sides)

- That the game can be **promoted by Red Bull** on the site and externally

- That Red Bull can **use images of the game** on the platform and for promotion of the game.

We are very much looking forward to your game!

The Red Bull Mind Gamer Team