COMPUTER GAME & SIMULATION PROGRAMMING

EVENT TYPE: I or T
EQUIPMENT SETUP TIME: 5 minutes (timer starts when 5 minutes are up)
PREP TIME: N/A
PERFORMANCE TIME: 7 minutes
WARNING TIME: 6 minutes
TIME UP: 7 minutes
PENALTY OVER TIME: Yes (5 minutes)
Q&A: Yes (3 minutes)

SPECIFIC GUIDELINES
- Choose a programming language or game/animation engine to create a standalone executable program that will display creativity, programming skill, and convey the message of the topic.
- Data must be free of viruses/malware.
- Must be graphical in nature, not text based.
- Must have an initial title page with the game title, user interface control instructions, and active button for Play and Quit.
- Must have a quit command programmed to the escape key.
- The usability and functionality of the program must be demonstrated to the judges.
- Visual aids and samples specifically related to the demonstration may be used; however, no items may be left with the judges or audience.
- Competitors must show the judges any of the following that are applicable; read me file, source code, documentation of templates/libraries used, documentation of copyrighted material used.

2022 NLC Topic
Develop an arcade-style game that is inspired by 1980s-style arcade games, such as Pac Man, Donkey Kong, or Frogger.
- The game should be a standalone and executable game.
- The game should contain a scoreboard.
- The game should contain a leaderboard and celebratory messages.
- The game should have a minimum of three levels.
- The game should have an instructional display.

PROJECT GUIDELINES
- Competitors must prepare projects. Advisers and others are not permitted to help.
- Competitors are expected to follow all applicable copyright laws. Refer to the Format Guide for copyright guidelines.
- Competitors are responsible for ensuring the usability and functionality of their project when demonstrating it to the judges.
- Any photographs, texts, trademarks, or names used must be supported by proper documentation and approvals indicated on the project.
- When applicable, the use of templates must be identified.

DEMONSTRATION GUIDELINES
- Demonstration of the project must be conducted by competitors who created/authored the event.
- Visual aids related to the project may be used; however, no items may be left with the judges or audience.
- Final demonstrations may be open to conference attendees, space permitting. Finalists may not view other competitors' demonstrations in their event.