Submissions Due April 18th

SC-25-Handbook-University-Age-Division-v2.pdf
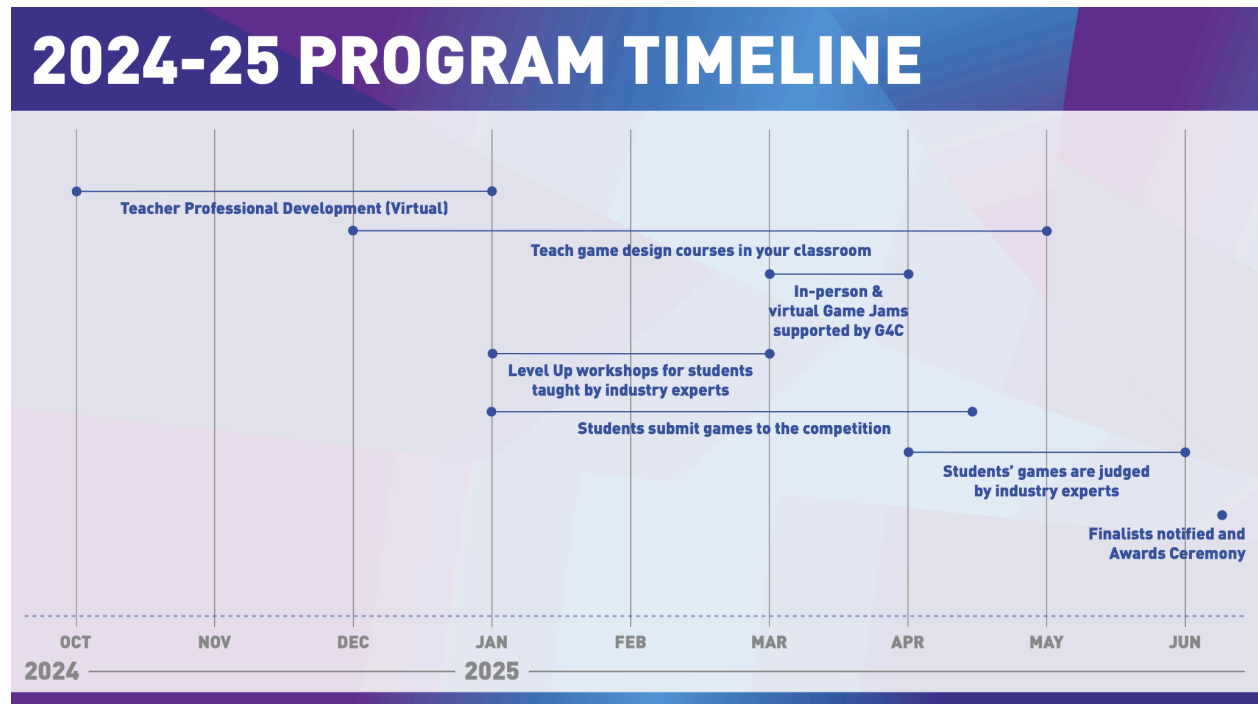
Award Categories

Best Peaceformers Challenge Game	Best Nurture Yourself with Nature Game	Best Outplay Hunger Game	Made with Unity

Game of the Year

THEME AWARD CATEGORY #1: BEST *PEACEFORMERS CHALLENGE* GAME

Prompt: Design a game in an imagined world where players need to take action about how resources are shared and divided. The main goal is to keep the peace among all groups in a fair and equitable way in your game civilization.

THEME AWARD CATEGORY #2: BEST *NURTURE YOURSELF WITH NATURE* GAME

Prompt: Design a game that not only educates players about their personal bond with nature but also guides them through the five pathways to deepen that connection. Get ready to inspire discovery, foster resilience, and embark on a journey that connects hearts and minds with the natural world.

THEME AWARD CATEGORY #3: BEST *OUTPLAY HUNGER* GAME

Prompt: Think about two important hunger challenges: How to reduce food loss and waste, and how to achieve a healthy food diet in your school, community, or country context. Using a design tool of your choice, design a game on either of those two challenges in a way that informs and encourages your players to make a difference.

THEME CATEGORIES:
For the three theme categories, submission guidelines, directions, and evaluation criteria are as follows:

THEME SUBMISSION GUIDELINES

- Games must be about one of this year's social impact Themes.
- Games must be made using any free/open platform (ex: Scratch, Unity, Twine, CoSpaces, etc.).
- Games must be playable on a web browser and accessible via a URL.
- Use of AI must be reported.

THEME SUBMISSION JUDGING CRITERIA
All games submitted to one of the three theme categories will be evaluated using this rubric:

Games will be assessed on these 4 criteria.	*Use of Theme*	*Game Play*	*Aesthetics & Use of Platform*	*Fun Factor*
Benchmark Statements for Judging	Through game play, players engage with important content relevant to one of this year's themes.	The rules of the game are clear, the game is playable and provides players meaningful choices while achieving the game's goals.	The game is well designed, legible, and includes components that are pleasing to look at.	Playing the game is an enjoyable and engaging experience.

1. Sensory contact with the natural world.
2. Taking time to appreciate the beauty of nature.
3. Thinking about the meaning and signs of nature.
4. Finding an emotional bond with, and love for, nature.
5. Showing compassion and care for nature.

Ideas

- Druid?
  - Transforming into animals?
  - Leading protests?
  - Clean up environment?
  - Least reliant on art because it has story and potentially fun cleanup mechanics
- Run around and talk to animals and they tell you about the ecosystem/food chain
- Sandbox gardening game
- You are a tree
  - Humans help you
- You are a beekeeper
- You are a wildlife management person and you go around taking care of animal populations and do other stuff that those people do
- You are a bird
  - Build nests
  - Feed your baby birds
  - Avoid predators

- ○ Avoid human pollution stuff
- ○ Flying around beautiful nature
- ○ "Taking time to appreciate beauty of nature"
- ○ "Becoming nature"
- ○ Fly
- Parkour game where you escape your job in a city
- Bird watching game
  - ○ Take pictures of birds
  - ○ Add pictures to a scrapbook
  - ○ "observing nature closely to appreciate it more"
  - ○ Most reliant on art because you're moving slowly and closely observing game elements
- Row down a river in a canoe

Themes

- "Its never too late to start fixing the environment"
  - ○ "You don't have to do anything big to help fix the environment"
- "Apathy is bad"
- Technology can be good and bad for the environment
  - ○ Tech can raise awareness to problems
  - ○ But it can also distract from problems
  - ○ Throwing away tech is bad for the environment
- "Nature is adventurous/exciting"

Questions

- How should nature be portrayed?
- Explicit or implicit narrative?
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Pitches

1. Druid Game
    a. Explore a small town as a druid. Complete tasks to show the citizens how to live a better life with nature.
    b. Themes: Community, Helping Nature, Responsibility towards the ecosystem
2. Bird Game
    a. Play as a bird Flying from the city to nature
    b. Themes: Escapism, Experience Nature
3. Photography Game
    a. Explore a forest and take photos and journal the flora and fauna there.
   b. Themes: Experience Nature, Become apart of nature, learning

Audience: Not really settled
- Playable for like 10 year olds\
- Can be enjoyed by adults too
- Simple gameplay with both simple and strong themes.

Animals

oak Trees
pine tree
rocks

Deer
fox
rabbit
bluejay
frog
lizard
woodpecker
cardinal

logs
leave piles
grass
Flowers
Vines
moss

garden snake
squirrel
porcupine
goose
turtle
skunk
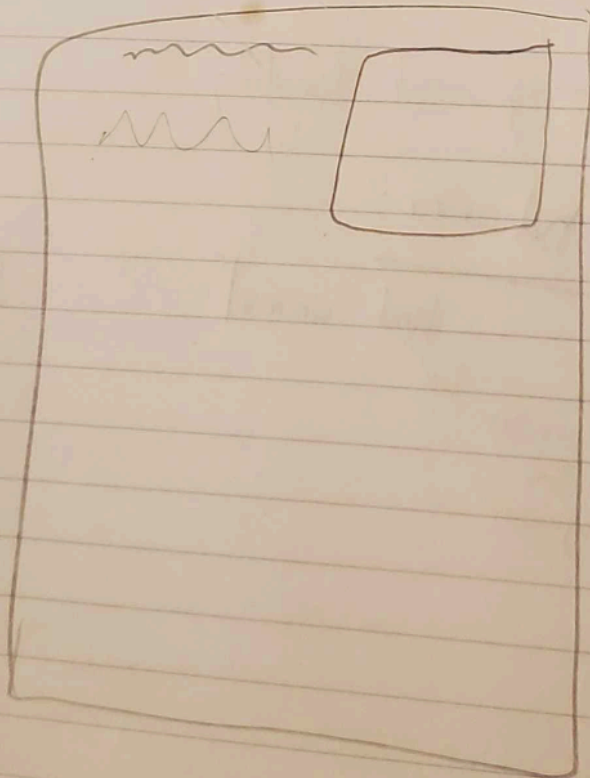
Picture Game

Character controller
- rigidbody
-- no jump

- Camera follow / look

- Picture mechanic
- save images

Journal
- canvas

Map
- terrain

UI
- saving and loading

Photo manager
- raycast mech

Notebook manager
list of animals

Animal behavior

Animal behavior
_____

land animal   flying

wander   fly around
flee   land
graze   take off