# Group Registration Form

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| Name of Game: | | | School: | | |
| Group Members: Grade: \_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | Grade: \_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| Grade: \_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | Grade: \_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| Select no more than **2** categories for your game to be judged: | | | | | |
| □ Most Technical | □ Best use of Code | □ Most Creative | | □ Most Innovative | □ Best theme |
| Describe your game: | | | | | |
| What technology and programming language did you use to build your game:  (e.g. Unity with C#, GameMaker with drag and drop, GameMaker with GML, Processing etc…) | | | | | |
| Did you build your game from scratch or did you use a “starter” kit of some sort?  (If yes please provide a website link)  Did you use a tutorial or other online resource for your main game play mechanic?  (If yes please provide a website link) | | | | | |
| Where did you get the art for your game? (e.g. We made most of it ourselves, we used open-source art assets, we used art from other commercial games, we used art from a starter kit, etc…)  (Please provide a website link to any art that didn’t draw yourself) | | | | | |
| What percentage of the game would say was your work (i.e. not from a tutorial)? \_\_\_\_\_\_\_\_ | | | | | |