**Game Making Contest – Submission Form**

**School Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Game Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Language / IDE used: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Team Members: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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In order to ensure fair grading of all the games, please answer the following questions. **This form will** **be** **posted** and everybody involved in the contest will be able to see your game and your answers.

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| --- | --- |
| **UNIQUE** |  |
| Did you make this game from scratch **without following an** **online tutorial**? Try to quantify this. For example, **answer 100% if you didn’t follow an online tutorial.** Be honest and enter a fair percentage if your game is **similar** **to the final product of an online tutorial** and/or if you used a big part of the **resources (sprites, sounds) provided with an online tutorial**. | \_\_\_\_\_ % |
|  |  |
| **ORIGINALITY** |  |
| What **percentage of the multimedia resources (sprites, images, sounds, etc.)** used in your game are created by you? Again, try to quantify this**. If you created all the resources answer 100%.** If you created some of the resources and you downloaded some enter for example 70% or 60%, whatever makes sense.  Copy/paste bellow **the three most important Internet sources** for your game resources (sprites, backgrounds, images, sounds etc.):   * + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | \_\_\_\_\_ % |