

DO NOT FORGET!!!!

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|  | Check in… | * by 9:30am * Go to the check in table. * Find your school’s table. * One team per glassed off room for jackets and backpacks. |
|  | Where… | Sheridan Library Commons - Building C |
|  | Introduction by Sheridan | 10:00am |
|  | Showcase games | Immediately following the introductions. |
|  | Did you put in your absence to webtracs? | Code 96 |
|  | Did you book a bus or taxi? | Pick is after the closing remarks approx. 1:40pm |
|  | Team information sheets | Please ensure your teams fill out their groups information properly and know what category they will be judged on. Choose wisely!  CATEGORIES   1. Most Technical 2. Most innovative 3. Most creative 4. Best use of code. 5. Best themed video game. |
|  | REMINDERS TO STUDENTS | * Please be respectful to the judges. * Speak to the judges the way you would like to be spoken to. * Understand that Sheridan is hosting the event and all the judges are professionals in the field of computer science. * They are volunteering their time. * Remember this is a fun competition and build your knowledge. * Understand games are inspired by all games that exist. * Some sprites/images maybe inspired by other sprites and images. Please know that the judges may not know all the games out there and be patient. * Please handle your own issues and know that we all are inspired by the games we have played! * **We would like Sheridan to invite us back and have more students attend.** |
|  | REMINDERS TO TEACHERS | * Please ensure you have spoken to students to be on their best behaviour. * Ensure you are supervising your own students. * Ensure you are able to assist when required and perhaps have an open ear to comments about games. * Bring your own water bottles! |
|  | Pizza lunch | 12:10pm |
|  | Awards | 1:00pm  Do NOT leave until the contest announcement has been made.  Sheridan will have closing comments. |

