Team Name:

_____

Developer Names:

_____

_____

Team Lead:

_____

Game Title:

_____

Game Description:

_____

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System Requirements:

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_____

Are you planning entering the Student Competition? Y/N
Please list all pre-existing development engines and libraries, and all pre-existing art and audio assets used in your game.

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_____

_____

Faculty Advisor Name:

_____

Faculty Advisor Contact E-mail:

_____

Link to Game:

_____

Contact E-mail:

_____

Contact Phone:

_____

Street Address:

_____

City/StateZip:

_____

Country:

_____

Where did you hear about the Competition?

_____

Would you like to receive Guerilla Gamemaker Competition updates by e-mail? Y/N