Theme Statement

Within our world, there are countless things we cannot perceive (or perhaps that we choose not to). Within these gaps of our perception are Hidden Worlds that might be revealed if only we were able or willing to see them.

Overview

This year in OGPC, teams will craft games that explore one or more hidden worlds. It will be up to teams to decide exactly how to interpret the theme. This interpretation can be as literal or figurative as desired. Teams can create whatever sort of game they like, but should strive to make their interpretation of the theme evident in all aspects of their game. The gameplay, story, art, sound and music all should work together to help the player experience a Hidden World.

Details

All around us are a wide range of things that are normally invisible.

The micro- and nano-realms hold all sorts of things, ranging from viruses and cells to fundamental particles and human created nanostructures. Interesting interactions are constantly taking place all around and inside of us at a scale too small to normally notice.

Things don't have to be small to be hidden, though. Our surroundings are filled with invisible, encoded, or abstract information we cannot access. What if people could see information bouncing around on cellphone networks? What if people could see the wavelengths of radiation that pass through solid objects? What if people could hear what others were thinking?

Think about all the things that are hidden from us. Each of those represents an entire new world that we could potentially explore. In the brainstorming process, ask: "What makes this hidden world interesting?", "How could we develop the interesting features about this world into actions and challenges in a game?", "How could we show this world to players?"

Scoring

It is easy to create a game set in a hidden world, but what makes a great (high scoring) game? Think about what it means to be small, or to see hidden things. How would gravity or vision change? Are special tools necessary: microscope, spectrometer, nanoparticles? Does the player jump on sound waves or skip between cells? Do not picture the game world solely in terms of story, images, or sound effects (although they are also critical!), instead, think about how gameplay is different. Think about goals, tools, enemies/obstacles, to ensure that everything reflects the game world.

Think about it this way. One potential idea would be to create a game in which certain areas of the level cause you to shrink down and interact with miniature objects. This might look very cool, but doesn't necessarily integrate the theme in the gameplay. However, if the player could go back and interact with objects which were formerly normal-sized but are now huge immovable obstacles, this would be an interesting gameplay element inspired by the theme.

Make a game where the rules, story, environment, and player choices all support your hidden world! Be as creative as possible and do lots of brainstorming. Make something great!

Goals

1. To build a game that explores the concept of Hidden Worlds.
2. To meet as many of the OGPC achievements as possible.
3. To make it fun! Even if the finer details of making a game are difficult, it is important to make it fun and keep users engaged.

Specifications

1. Students are encouraged to make a game for whatever platform they have access to, whether it be iOS, Android, Windows, NES, or TI-84.
2. The term "game" is not strictly defined. Teams need not worry about what other people think is or is not a game. Teams will explain their game to the judges and share their vision.
3. Games must incorporate the theme. Judges appreciate creative interpretations of the theme that lead to interesting ideas, but understand that no amount of creative explanation can make Call of Duty Zombies fit the theme.
4. Games must be school-appropriate.
5. Teams must respect copyright law. All assets (primarily graphics and sound) used in games that were not created by the OGPC team for this year's event must be listed with the source and what license they are available under in the game's credits or another document. Check our website for a list of resources where free assets are available. Be advised that "Google image search" is not a source.
6. Games do not have to be finished. Most OGPC achievements require at least a basic, functioning, digital prototype, but a finished and polished product is not necessary to do well.

Sponsors

Award Sponsors

Launch Sponsors