

Tournament Tournament Tournament

Game Specification

Summary

The “Tournament Tournament Tournament” is a multi-stage competition that involves both developers and players competing independently. Groups of developers will each create a tournament-style game, with one game chosen in the end to be the winner (a tournament tournament). The winner’s game will be the hosted game in a club event where players compete in a bracket against one another (tournament tournament tournament). You will notice that the requirements are relatively loose; we want you to explore! Do what you want and come out with something fun and competitive! Good luck.

Requirements

This game must:

1. Have two players.
2. Have the ability for one player to be able to win, causing the other to lose.
 - a. Explicitly stated (ex. player 1 wins or player 2 wins)
 - b. One round should not be too short nor too long (in time)
3. Have a menu / title screen.
4. Be unique! Don’t copy off an existing game (ex. SSBU...).
5. Be mostly skill based. Don’t make a game based entirely on luck.
6. Be school-appropriate.
 - a. If your game contains fighting, don’t make it too violent/bloody

Groups

Groups can range from a minimum of two to a maximum of four people.

Working in groups is a great skill to have. Soloing projects is not recommended... get to know some people!

Platform

The completed game & files must be in accordance with the following:

1. The finished game must be playable by two players on one machine.
2. The finished game should be exported in both a Windows executable and a MacOS file.

Judging

The judging of the games will not have a set rubric; after all, games are abstract and have many components that we will take into consideration.

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Some things we will look at / Tips:

1. General game quality and intricacy. This is easy to nail if you spend a lot of time on developing your game.
2. Does your game have good mechanics? Make sure that your controls are fun and work well; awkward motion or movement may make the player's experience more difficult and less fun.
3. Debug your game! If bugs are too common, no matter how good your game may be, it may render it unplayable!
 - a. Makes the player tournament go smoothly as well
4. Obvious, but make sure the game is fun! Your game should remain entertaining after multiple plays and not feel mundane or repetitive after just a few rounds.

Note: Your game doesn't necessarily have to be a fighting game!

This document may be modified, but members of the club will be notified. Talk to any of the board members if you have any questions or concerns!