



The [Microsoft Student Accelerator](#) (MSA) initiative is about providing resources and pathways to help students towards visualizing a career in Information Technology. The MSA programme is well established in tertiary institutions where students are trained on the latest industry trends and then go on to receive work experience with IT companies across NZ.

For all the students who are interested in a career in the ICT industry, this is the chance to build their very own game and win the [Jhack](#) Competition.

The competition is open to all levels and skills of students from Year 7 – Year 13. Students can spend anything from 4 hours to a few weeks developing their entry for the competition.

Student will be judged on how unique and creative the game is and get a chance to win cool prizes! See below for more details.

Competition opens on the 25th June 2016 and closes on the 16th September 2016.

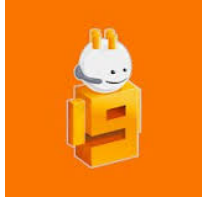




We advise the students to submit their entries by the **1st September 2016**, but changes can be made until the **16th September 2016 at 11:59pm**.

Submit your entries by **11:59pm on 16th September** at <http://msa.ms/jhacksubmit>

Please refer to the process on the next page of this document.

The Competition Process

Students need to create a game using Construct 2, export it to HTML5 and publish it to Microsoft Azure.

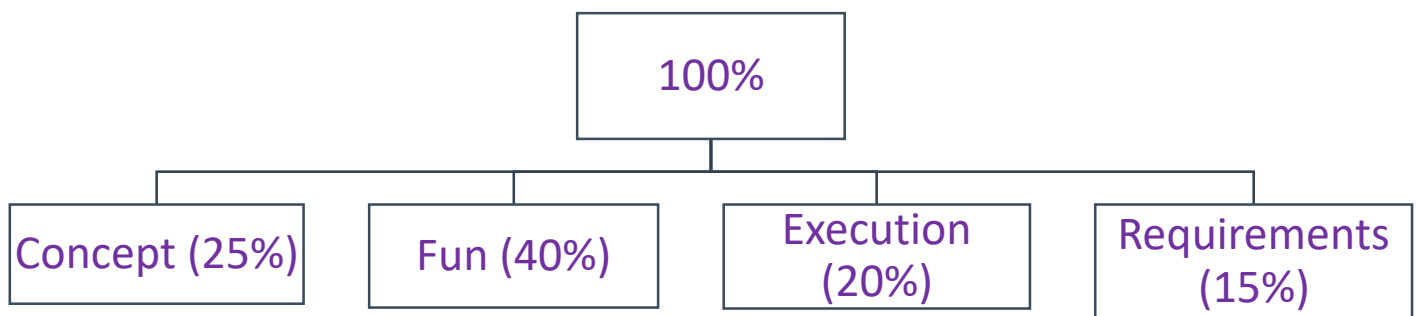
1. LEARN		<ul style="list-style-type: none">• Watch Game development series videos on Channel 9• Alternatively, attend Jhack workshop
2. DEVELOP		<ul style="list-style-type: none">• Create a game based on the requirements and rules set out below
3. ACTIVATE		<ul style="list-style-type: none">• Please activate Microsoft Azure during the Jhack Workshop or email nzedu@microsoft.com to get a Special Code as per Video for "DreamSpark"
4. PUBLISH		<ul style="list-style-type: none">• Watch the Video with the title "Publishing to Microsoft Azure"• Publish your game as a Website running on Microsoft Azure
5. ENTER		<ul style="list-style-type: none">• Submit your entry for the competition by filling in the form at http://msa.ms/jhacksubmit

The Requirements for a Valid Entry

All students will have to qualify by following all the minimum requirements as per below:

1. A valid submission will have to be submitted via <http://msa.ms/jhacksubmit>
2. A minimum of 2 to a maximum of 3 members per team
3. Minimum requirements for the game is as follows:
 - The game will have to be built using Construct 2
 - The game will have a Start Screen, Game Screen and an End Screen or equivalent
 - The game will have to be published on Microsoft Azure
 - The game will have to have **at least one** advanced feature, such as either Parallax, Scoring, Source Control via GitHub, Facebook Integration or similar.

The Judging Criteria



- **Concept (25%)**
 - Does the game have a clear target market or audience?
 - Does the game present a clear and attractive concept of who you are, what you are doing, and why you are doing it?
 - Is the game's core gameplay understandable and appealing?
- **Fun (40%)**
 - Is the game exciting to play?
 - Is the game appropriately challenging?
 - Does the player want to keep coming back for more?
 - Does the game deliver appealing innovation in gameplay, storytelling, art direction, or other areas?
- **Execution (20%)**
 - Is the game easy to learn and use? Does it have good usability features such as player help, tutorials, and game pause?
 - Does the game have a amateur degree of production in terms of user interface, art, music, and sound?
 - Does the game perform well and respond crisply to input?
 - Does the game make effective and appropriate use of the major features of its chosen platform(s)? Were there significant platform features or even platforms the project could have benefitted from but failed to utilize?
- **Requirements (15%)**
 - Does the game complete all the requirements set out in the Competition Guidelines?