CODERS CUP MANUAL

Beginner

PDD MANUAL

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CODERS CUP

Coders Cup competition
(Beginner Manuel)

This Manuel includes all Entry-level (Beginner) details, please referee to the General Manuel for other details.

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Eligibility:

The competition is open to children between the ages of 4 to 6 years old.

Coding software:

- ○ You will be using the **Kudo** coding software to create your video game. **Kudo** is a user-friendly visual programming language designed for children.
- ○ <u>References</u>:
  - ○ **Website Link:** https://www.kodugamelab.com/
  - ○ **Download Link:** https://www.kodugamelab.com/downloads/
  - ○ **Tutorial Link:** https://www.kodugamelab.com/resources/#videos

Game requirements:

- ○ The game should have at least one playable character that can move around the screen.
- ○ The game should have a goal or objective for the player to achieve.
- ○ The game should have obstacles or challenges that the player needs to overcome to achieve the goal.
- ○ The game should have sound effects and/or music.
- ○ The game must have collectibles that the player must gather.
- ○ The game must have a scoring system that rewards players for their achievements.

Judging criteria:

The following criteria will be used to judge the video games:

- ○ Creativity and originality.
- ○ Adherence to the theme.
- ○ Gameplay mechanics and user experience.
- ○ Visual and audio design.
- ○ Code complexity and quality.

The following criteria will be used to judge the Illustrating Video:

- ○ Creativity and originality.
- ○ Visual and audio design.
- ○ Clarify the story the game present.
- ○ Video duration. (must be within 5-8 minutes)

NOTE:

this video should be made only for the judges, it will not be posted.

The main purpose from this video, is to clarify for the judges any un-clear ideas, or stories, and to make sure each team member participation.

The following criteria will be used to judge the Commercial Video:

- o   Creativity and originality.
- o   Visual and audio design.
- o   The video must attract people to Vote for it on the competition's Facebook page.
- o   Video duration. (must be within 2-3 minutes)

NOTE:

this video should be made as advertising video for the game.

Submission process:

You need to send the following documents:

- o   **.Kodu2** file for the game.
    - o   export from your worlds and choose where to save it.
- o   **Illustrating Video** (5-8 minutes)
    - o   this video should contain how to play the game, and stories it present.
- o   **Commercial Video** (2-3 minutes)
    - o   This video should show the graphics of the game with voice over of the participants creatively explaining their game (the video will be posted on the competition's social media channels for voting, which will give the team bonus points).
- o   **GDD** (Game design document)
    - o   The purpose of a game design document is to unambiguously describe the game's selling points, target audience, gameplay, art, level design, story, characters, UI, assets, etc.
- o   The delivered game **MUST** be the same one presented in the competition day.
- o   The delivery link will be sent by 20/2.

- o   The team Should deliver a ZIP file, containing the game file, all assets used, screenshots for the game and/or recorded video. (More details on that will be revealed later)

Code of conduct:

- o   All participants must follow the code of conduct, which includes:
    - o   Respecting other participants and their ideas.
    - o   Using appropriate language and behavior in all interactions, Avoiding cheating or plagiarism.