



# CODERS CUP MANUAL

PDD  
MANUAL

PROGRAMMING  
PROGRAMMING  
PROGRAMMING  
COMPETITION

*Advanced*

CODERS  
CUP

PDF

CODERS

CODERS  
CUP

CODERS  
CUP





# Coders Cup competition (Advanced Manuel)



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

## Table of content:

- Eligibility
- Coding software
- Game Requirements
- Judging criteria
- Submission process
- Code of conduct

## Eligibility:

The competition is open to children between the ages of 12 to 15 years old.



## Coding software:

- You will be using the **Unity** game engine or **MIT** app inventor or **Gamemaker** studio to create your video game. Unity is a professional-grade game development platform that allows for more advanced programming and features, MIT App Inventor is an online platform that helps create mobile applications and mobile video games.
- This Year participated teams will have to work with GitHub to push their code from scratch, until the full project.
- References:
  - Unity
    - **Website Link:** <https://unity.com/>
    - **Download Link:** <https://unity.com/download>
    - **Tutorial Link:** <https://learn.unity.com/>
  - MIT app inventor
    - **Website Link:** <https://appinventor.mit.edu/>
    - **Tutorial Link:** <https://appinventor.mit.edu/explore/get-started>
  - Game Maker Studio
    - **Website Link:** <https://gamemaker.io/en>
    - **Download Link:** <https://gamemaker.io/en/download>
    - **Tutorial Link:** <https://gamemaker.io/en/tutorials>
- GitHub Link: <https://github.com/>
- GitHub Tutorial:
  - <https://docs.github.com/en/get-started/quickstart/hello-world>
  - [https://www.w3schools.com/git/git\\_remote\\_getstarted.asp?remote=github](https://www.w3schools.com/git/git_remote_getstarted.asp?remote=github)
- **For Any questions, you can create a new issue in the Competition repo:**  
<https://github.com/AbdelwahabAdam/CodersCup>

## 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.
- Constant Commits on GitHub.

**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:**

- Creativity and originality.
- Visual and audio design.
- The video must attract people to Vote for it on the competition's Facebook page.
- 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:

- **GitHub Repo link.**
  - Team must create their own repo, with the name convention "CodersCup\_{CenterName}\_{TeamName}"
  - Ex: "CodersCup\_mycenter\_myteam"
- The Repo **MUST** contain a readme.md file, that contain details about the team members and the game, also it **MUST** contain detailed information on how to compile and run the game.
- **Illustrating Video** (5-8 minutes)
  - this video should contain how to play the game, and stories it present.
- **Commercial Video** (2-3 minutes)
  - 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).
- **GDD** (Game design document)
  - 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.
- The delivered game **MUST** be the same one presented in the competition day.
- The delivery link will be sent by 20/2.

## Code of conduct:

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