



PROGRAMMING

Be Inspired. Be Creative. Be NEXT.

Ubisoft Toronto NEXT is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid apprenticeship and learn from Ubisoft Toronto's top talent.

Compete in one of eight disciplines to win an apprenticeship:

- 3D Art (Modelling)
- Concept Art
- Technical Art
- Animation
- Game Design
- Level Design
- UX Design
- Programming

Eligibility

- Currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2021
- Less than 2 years of professional game development experience
- Must reside in Ontario
- Be eligible to work in Canada
- This challenge must be done individually. Team-based submissions will not be reviewed.

Questions?

Email us at NEXT@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.

Ubisoft Toronto NEXT: Programming Challenge

Challenge Brief

This year's challenge is focused on gameplay. The classic arcade game [Bomberman](#) is your inspiration. Using the [API provided](#), create a game that showcases a well-crafted and compelling game experience. Your game should be inspired by Bomberman, but you must innovate and add your own flavour.

The provided framework supports drawing sprites, lines, and text. It also includes a simple controller and sound system.

Your entry must be a Windows application **written entirely in C++**. You will need to download [Microsoft Visual Studio 2019 or 2022](#) to successfully complete this challenge. We recommend [Visual Studio Community 2022](#). If you are a Mac user, please use Boot Camp to install Windows 10.

This challenge must be done individually, and **all code must be original**. Team based submissions will not be reviewed.

This is a gameplay programming challenge – we will **ignore** artistic merit in the judging. Using novel programmed effects to add visual flair is ok, but we are less interested with how the game looks, and more in **how well it plays and how well the underlying code is crafted**.

Game Specifications

Go wild! Make a game that you enjoy playing. Keep to the theme but add your own spin on things. Look for interesting gameplay features you could add.

- Your game must successfully compile and run on a Windows 10 PC.
- **Do not change / modify the API.** Use only the provided API for all input & output.
- The API Supports
 - Sprites, lines, and text.
 - Keyboard, Mouse & Controller.
 - Simple Sound Support.
- You are not required to use sprites, but the API supports them.

Tips

- **Bomberman** is a maze-based game where a robot navigates its way throughout different maze rooms hidden under rocks that can be discovered when Bomberman destroys them with various types of bombs. You should include these elements, but you have complete freedom to innovate.
- Feel free to be creative and push your game in an interesting direction. Think about bringing a new twist to this classic game (e.g., a new type of bomb).
- How could the AI be enhanced from the original game? How does this affect gameplay?
- Do not get bogged down with trivia, try to really push yourself.
- DO NOT spend too much time on the aesthetics. Remember, this is **not an art challenge**.
- **Use your time effectively.** You do not have to delete work in progress code for things you do not need. You can just comment it out.
- Do not limit yourself to the suggestions here. Your unique decisions could be the deciding factor.
- This is a learning experience and an opportunity to get feedback from industry professionals! There will be no prejudice for future submissions, **JUST GIVE IT A TRY!** 👍

Submission Requirements & Documentation

Provide your submission using this [Submission Form](#) and submit your resume [online](#).

Your application package **must** contain the following three (3) parts. **All items are mandatory.**

1. Up-to-date resume in PDF format.
2. Your complete code and documentation saved in a .zip file:
NEXT_2023_Programming_FirstnameLastname.zip
 - a. Documentation must be in PDF format.
 - b. **Please DO NOT enter/say your name anywhere inside of your code, video or documentation, your name should only appear in the Zip file name and your resume.**
3. The link to a YouTube video of a play-through of your game with screen capture software (e.g., OBS) highlighting the gameplay and technical features. Please make sure to submit a good quality video. The video should not be longer than 5 minutes in duration.

The application package must be named as follows:

NEXT_2023_Programming_FirstnameLastname.zip

Please **DO NOT** enter your name anywhere inside of your documentation/video, only in the Zip file name and your cover letter and resume.

Judging Criteria

A panel of expert judges will individually rank the overall submission, out of 30, based on the following criteria. This is a technical and gameplay challenge. Artistic merit will not be judged.

Code Structure (1-15):

- Clear and simple structures with thought for future expansion
- Self-documenting code with clear interfaces
- Well-managed memory and data flow

Technical Challenge (1-10):

- Advanced and well-applied techniques
- Ambitious design

Innovation (1-5):

- Unique solutions to technical problems
- Interesting and effective gameplay

Ubisoft Toronto judges will select up to five finalists. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

Key Dates & Deadlines

Submission Deadline: Sunday, March 5th, 2023, 11:59 PM EST

Complete this [Submission Form](#) where you will be asked to provide a link to your submission package. **Late entries will not be accepted.**

Interviews: March-April 2023

Finalists will be invited to interview with the Judges.



PROGRAMMING

Prizes

1. 1st Prize:
 - a. One (1) paid Programming Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a minimum duration of three (3) months at Ubisoft Toronto studio and is currently scheduled to begin May 2023. Dates subject to change at the sole discretion of Ubisoft;
 - b. One Ubisoft prize pack valued at \$300.
2. Finalist Prizes:
 - a. Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
 - b. One Ubisoft prize pack valued at \$300.