**Track #3: EnergyVista Blitz: Game Submission Template**

Team/Individual Name:

\_[Your team name or individual name]\_

Game Title:

\_[The title of your game]\_

Game Description:

\_[A brief description of your game. Ideally, 2-3 sentences that encapsulate the core gameplay mechanics, the setting, and how it relates to the theme of energy sustainability.]\_

Key Features:

- \_[Feature 1: e.g., "Dynamic cityscape environment with interactive elements"]\_

- \_[Feature 2: e.g., "Time-based challenges for energy optimization"]\_

- \_[... and so on]\_

Educational Elements Incorporated:

\_[Detail the real-world energy facts, concepts, or ideas that you've incorporated into the game, and briefly explain how players encounter or interact with these during gameplay.]\_

Tools and Technologies Used:

- Game Development: \_[e.g., Godot Engine, Phaser, etc.]\_

- Graphics: \_[e.g., Piskel, GIMP, etc.]\_

- Sound: \_[e.g., FreeSound, Chiptune music creators, etc.]\_

Open Source License:

\_[Specify the open-source license you've adopted, e.g., MIT, GPL, Apache, etc.]\_

Game Link:

\_[URL link to the playable version of your game. Ensure it's web-browser compatible.]\_

Source Code Repository:

\_[URL link to the platform hosting your game's source code, e.g., GitHub, GitLab, Bitbucket, etc.]\_

Special Notes (optional):

\_[Any additional information you wish to share with the judges. This can be challenges faced during development, special techniques used, or any acknowledgments.]\_

Contact Information:

- Lead Developer/Contact: \_[Full Name]\_

- Email: \_[Contact email]\_

- Phone Number (optional): \_[Contact phone number]\_

Participants are reminded to ensure that all provided links are accessible and that the game is playable directly from the browser. Submissions that do not adhere to the guidelines or have missing/inaccessible content may face penalties during evaluation.

Good luck to all participants!