



### OFFICIAL RULES::

Can you smell that sweet spring air??? I think we all know what that means... it means that the **2018 SPRING SCRAMBLE GAME DESIGN COMPETITION IS UPON US!** If you haven't formed a team already, get on it ASAP so you can start brainstorming, conceptualizing, prototyping, etc. This year's theme is *MOMENTUM*. Your game should be themed around whatever *momentum* means to your team. *Momentum* can mean many different things, so feel free to stretch the definition!

If you haven't yet filled out the [Game Design Survey](#), please do so. We need your input to make our program and community the best it can possibly be! It only takes 5 minutes and makes a huge difference, so help us build an even more awesome community.

### GENERAL RULES::

All actively enrolled students at Hostos Community College are eligible to take part in the annual Spring Scramble Game Design Competition. All Game Design majors who have completed GD101 are required to submit an entry for the Spring Scramble Game Competition that takes place every Spring. This year's (loose) theme is

**MOMENTUM.** You should be staying tuned into the Hostos MDP Facebook page ([facebook.com/HostosDesign](https://facebook.com/HostosDesign)) for official rules and updates.

All students advancing to the second round should complete the **Ravenfox Fund application** in order to be eligible for the winning prize. This should be done before the finals event.

The 2018 Hostos Spring Scramble Game Competition will have the following deadlines:

- 2018.03.16** Pitch video workshop, Pitch [submission](#) window begins
- 2018.03.25** Pitch video [submission](#) window closes (deadline)
- 2018.03.26** Spring Scramble S18 Finalists announced (tentative)
- 2018.04.22** Hostos S18 Game Competition Finals (**attendance required**)

#### EVENTS/DEADLINES::

**ROUND 0: Pitch Workshop (optional)**  
**3 hour workshop**  
**Friday, March 16th, 2018, 1-4PM in C-456**

Prof. McClure will lead a free workshop for putting together a pitch video for those students that have not formed a team and would like to be assigned one. Register for the workshop [here](#).

**ROUND 1: Video Pitches**  
**2 minute video**  
**Submissions open ([HERE](#)) from 3/17 until Sunday, 3/25, at 11:59PM**

Teams will create pitches in the form of 2-minute long videos. Videos must include examples of early functional prototypes, concept art and sketches. Each team member must be present in the video pitch. Videos should be similar in style and content to Kickstarter project videos. For a guide outlining what to include, see [this link](#).

Tip: Find successfully backed games on Kickstarter to help model your video. Here's one [example](#). Here's [another one](#).

Tip: Check out the [Vimeo channel](#) from last year's competition to see which teams nailed the pitch, moving onto Round 2.

Once your team's completed video is uploaded to Vimeo, complete the Pitch Submission Form (TBA), detailing your team members, game title, description, etc. Vimeo links will then be compounded into a channel that will serve as an archive of the competition for easy public viewership and access by the judges.

Internal judges will then pick the 6 most promising games to move on to the second round. These will be announced within the following week.

### **ROUND 2: Public Presentation and Play Session** **Sunday, April 22nd, 2018**

Games that are approved to move on to the next stage will have roughly 1 month to complete their games. These 4 weeks will culminate in a huge presentation and play session on Sunday, April 22nd, which will be open to the public, in which external judges composed of alumni and NYC games industry representatives will evaluate each of the games to declare a winner.

Games will be judged upon the following criteria (subject to change):

- Completeness and Polish
- Engagement (fun)
- Originality
- Communication/Presentation

The winning team will be awarded a **FIVE-HUNDRED-DOLLAR** (\$500) prize to support the continued development of their game.

#### **FAQ::**

##### **Q.What are the deadlines for the Spring Scramble?**

A. The 2018 Hostos Spring Scramble Game Competition will have the following deadlines:

- Sunday, March 25<sup>th</sup> at 11:59PM – Pitch videos due
- The Week of March 26<sup>th</sup> – Finalists announced (tentative)
- Sunday, April 22<sup>nd</sup> – 2018 Spring Scramble Finals (**attendance required**)

**Q. Am I required to submit a pitch?**

A. Did you successfully complete GD101? Are you actively enrolled this semester? If so, yes!

**Q. I've passed GD101 and am actively enrolled this semester. What is my commitment for the competition?**

A. You must work with your team on the video pitch to be submitted by March 25<sup>th</sup>. This may include coming up with concept art and prototypes, depending on what your team wants for the video, but you are not required to complete the game.

**Q. How many people are allowed in a team?**

A. Teams should consist of between 2 and 5 people. Alternative arrangements must be approved in advance.

**Q. Does the game really have to be about momentum?**

A. Momentum can mean whatever you want it to mean. This is a loose topic intended to help guide and craft your ideas.

**Q. What happens if I'm required to participate and don't work with my team on a concept and pitch video?**

A. You may be placed on program probation, which could lead to getting kicked out of the program. Yikes!

Any additional questions should be directed to [amcclure@hostos.cuny.edu](mailto:amcclure@hostos.cuny.edu).