SPACE RACE

OREGON GAME PROJECT CHALLENGE

Scoring Sheet

2016-2017

10th Annual Oregon Game Project Challenge

www.ogpc.info

2017 Achievements - Programming

Name	Pts	Description
Git Gud	3	Use source control - or back up multiple versions of your source code.
Sqash 'em Flat	2	Describe a bug you found and how you fixed it (not a typo!)
Keep on Truckin'	3	Game does not crash, lock up, or experience any bugs during judging.
Code It Forward	4	Code is clean, well documented and variable/function names represent their purpose.
Sharper Than Flat	2	Game uses 3D coordinate space. 3D rendering isn't necessarily required. (The "z" coordinate should have a meaningful function.)
	2	Game does not use 3D, but uses a pseudo-3D method such as parallax or isometric.
	2	Game properly layers background and foreground objects. (perhaps using "depth" or "z-index" values.)
R1, L2, Down, L1, R1	1	Use a console or hidden menu to change or view the game state for the sake of testing (Default console commands are not allowed!)
Leaderboard	3	Include a save system, high score table, or some kind of persistent, local record of previous plays of the game.
Cut to the Chase	2	Show a screenshot of an early build of the game running with placeholder art.
Order Up	2	Include a start menu with play and quit, as well as either options or credits. All of these must be functional.
	3	Have a pause menu with game settings (such as volume, gamma, difficulty) in addition to the start menu.
License to Win	2	Release your source code online under an open source license (i.e. GPL, MIT, CC0).
Extra Credit		
Stack Overflow	*	Implement and defend using a recursive function (a function that calls itself).
Programmer's Delight	*	Implement and use a real-world algorithm for pathfinding, AI, etc. (A*, Dijkstra's). Or, use a library and write a 500-word paper about the algorithm.
Method to My Madness	*	Diagram some aspect of the game with a professional diagram (state/data flow, UML, activity diagram).
You're All In It Together	*	Game uses a server to track high scores or other statistics globally (cloud saves or accounts would work too).
The Far Lands	*	Game features procedural content generation (like Minecraft's world generation, or a player model generator).
		* Your first Challenge in each category is worth 4 points. The second is worth 3, then 2, then 1, then 1.

2017 Achievements - Game Design

Name	Pts	Description
Top-down	3	Write a software requirements document.
Adaptive Design	2	Keep your requirements document updated to match your final game.
Eightfold	2	Show off a paper or other low-fidelity prototype of your game (a picture of it is okay).
Think Tank	3	Show a diagram of at least one element of the game logic (e.g. decision tree, player progression, or flowchart)
Escalator	3	The game starts simple and introduces new features or mechanics gradually.
Challenger Approaching	1	Explain how the game presents decisions or challenges to the player.
Goals Achievements	3	Show screenshots from before and after a design review that highlights changes made.
S Rank	2	The game periodically gives feedback to the player based on their performance and actions. (score/rank/etc.)
Groundhog Day	2	Game allows the player to have a notably different experience on each replay.
Bronze Calendar	2	Create a development schedule with at least 3 concrete goals/milestones.
Taking Aim	1	Describe the game's target audience and what decisions were made to make the game appeal to them.
Extra Credit		
Cha Cha Slide	*	The game communicates new mechanics and challenges to the player via a tutorial or similar method.
42 Entertainment	*	Use a physical object as part of your game (flashdrive, QR code, etc.) that contains necessary information to complete a challenge.
Taskmaster	*	Break development milestones into smaller tasks, and assign time estimates to each one. (Trello/Jira/etc.)
Strategy	*	Demonstrate how the player can use multiple approaches to solve a given problem.
Bribery	*	Get people outside the team to playtest your game. Explain challenges they faced and how you addressed them.
		* Your first Challenge in each category is worth 4 points. The second is worth 3, then 2, then 1, then 1.

2017 Achievements - Art and Assets

Name	Pts	Description
Maker's Touch	2	Some of the game's graphical assets were made by the team.
	4	All of the game's graphical assets were made by the team.
What a Concept!	2	Show off concept art you made for your game.
	4	Post art online starting at conception and ending at production. (Tumblr, Deviantart, blog, Cartrdge, TMS)
Firebrand	2	Make a logo for your team and game.
Font of Dreams	1	Use fonts other than system fonts in your game.
All that Glitters	2	Enhance the game with decorative visual effects (particle effects, atmospheric effects).
Tracklist	1	Include a soundtrack.
	2	Include a soundtrack consisting of two or more tracks.
	3	Include a soundtrack composed entirely by the team, consisting of two or more tracks.
Foley	2	Game has a variety of sound effects.
	4	Game features a variety of custom sound effects made by the team.
Colors of the Wind	2	Make and use your own color palette and explain your choice.
Extra Credit		
Shakespeare	*	Game features a significant amount of writing by the team.
Steamboat Willy	*	Game features animated graphics in multiple places.
Dimesional Shift	*	Make and use 3D models in your game (or 2d sprites generated from your 3d models)
Drums of War	*	Audio changes dynamically based on gameplay (e.g. music cues respond to gameplay or mood affects music)
Talkie	*	Use voiceovers recorded by the team (for dialogue, exposition, narration, etc).
		* Your first Challenge in each category is worth 4 points. The second is worth 3, then 2, then 1, then 1.

2017 Achievements - Theme and Story

Name	Pts	Description
Theme Hospital	2	Game is somewhat connected to the theme.
	5	Game is built completely around theme. (story/artwork/style reflect space)
Storytime	1	Game communicates a story of some sort.
Exposition	2	Game environments contain information about the story (collectible notes, logs, meaningful setpieces).
Detail-Oriented	3	Story is revealed progressively via cutscenes or meaningful player/NPC interactions.
Ludonarrative	2	Theme is expressed through gameplay (the player's actions must reflect the theme).
Far Far Away	2	Game takes place in a well-defined setting.
	4	Game takes place in a well-defined setting that features varied environments or areas (Minecraft is a good example).
E for Everyone	3	Game is family-friendly (It can still explore mature themes).
Exoskeleton	2	Create a detailed outline for your game's story.
Curly Braces	1	Game has a clear beginning, middle, and end.
Extra Credit		
Plot Thickener	*	Game features character development (change over time).
Did the Research	*	Research the theme and write at least a page on your findings (should be at least 500 words with at least two sources).
Guiding Light	*	Create a reference guide (manual) to the story, background, or characters present in the game of at least one page.
With Style	*	Create a style guide for your game of at least a page. Should detail elements such as visual style and mood.
Easel	*	Create a storyboard and written description of at least one scene or screen in the game.
		* Your first Challenge in each category is worth 4 points. The second is worth 3, then 2, then 1, then 1.

2017 Achievements - Professionalism

Name	Pts	Description
Clockwinding	3	Show off meeting minutes or other notes regarding team decisions.
Resonance	1	Describe how two or more team members worked together on a single task.
Dissonance	1	Describe how your team resolved a conflict or disagreement.
Chorus of Voices	2	Every team member speaks when showing the game to the judges.
Exhibit A	3	Show off your game and team at your booth using visual aids such as a slideshow or posterboard.
13th Floor	2	Give the game's elevator pitch (convince people to buy your game in ~30 seconds).
Team Spirit	3	Bring team business cards, banner, flyers, buttons, pamphlets or other promotional materials.
Dress for Success	1	Coordinate your team's dress on event day (custom t-shirts, matching colors, themed with your game, etc.).
Blogatog	1	Have a development blog or social media page for your team.
	2	Update your blog or social media page once or twice per week for at least two weeks.
Skynet	1	Include team/game logos, team photos, and game screenshots on your TMS page
	3	Completely fill out your game page on TMS.
Chirp	1	Make a post (and show it!) advertising your game on the official OGPC subreddit (http://reddit.com/r/ogpc).
Extra Credit		
Giving Back	*	Publish an online tutorial about a problem you solved during development.
Media Mogul	*	Create and submit a press release for your game to online/print/online media.
Final Cut	*	Make a trailer for your game.
Manifest	*	Create a physically crafted mascot for your game (plushy, sculpture, papercraft, etc.).
Gold Calendar	*	Use agile development or a similar software development method during game development.
		* Your first Challenge in each category is worth 4 points. The second is worth 3, then 2, then 1, then 1.