

# Missouri State Contest 2023

## Interactive Application and Video Game Creation



### Scope of the Contest

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of interactive application and video game creation.

### Contest Summary

A team of 2 SkillsUSA students from a program covering game and/or software development can create an original game or interactive application. The team will be judged on both their concept and the execution of their technical skills.

### Contest Guidelines

The judges will be evaluating each team on the following criteria:

1. Abridged Game Design Document
  - a. [Game Design Document \(GDD\) Template](#)
  - b. Note: Add additional tables (if applicable) to sections like Storyline & Characters, Game Objectives & Rewards, and Levels to name a few. Don't change or rename category sections within the document.
2. 2D Level Design with Gameplay
  - a. Clearly label and detail gameplay elements for two different and complete levels that have been proposed in the abridged game design document.
3. 2D Concept Artwork
  - a. Characters and environments
4. 2D or 3D Assets & Audio
5. Visual Design of UX
  - a. HUD, Player UI, and Main Menu, Level Selection, Win/Lose, and Player Controls Screen
  - b. [Is UX Design a separate practice from Game Design?](#)
6. Technical Skills & Code Development
7. Indie Marketing Campaign Strategy
  - a. [Indie Mobile Game Marketing: Best Strategies](#)
8. Tech Demo Deliverable
  - a. Design and create a separate Sandbox Stage (exclusive in itself for testing and marketing purposes) executable which encapsulates the aesthetic design and code functionality of core game or level specific mechanics to establish a unique degree of the player's experience.
9. [Marketing Items](#)

- a. You should arrive at the contest with a trailer/demo video prepared. This video should showcase your game's: art style, genre, setting, and overall theme.
- b. Additionally, you will choose and create TWO of the following:
  - i. Box art
  - ii. Poster
  - iii. Concept art for boardgame adaptation, action figure/toy, etc
  - iv. Video Commercial (30-60 seconds EXACTLY, not including infobumper/countdown)\*

\*Submissions above or below the time constraints by one or more frames will result in a score of "0" for that item

### **Game Assets**

You may either 1) create your own assets from scratch or 2) source them from the "Additional Resources" section below.

If you choose the latter, please be aware of the following:

- All assets must use a FREE CULTURE license (CC0, GPL, MIT, etc.)
- Your resources should "match" one another as closely as possible
- You should modify your assets in some meaningful way (with the exception of fonts, music tracks, and sound effects)

### **Additional Resources**

[Incompetech Graph Paper](#) (for level design, sprite design, etc.)

[Dafont](#)

[OpenGameArt](#)

[OpenClipArt](#)

[Incompetech Game Music](#)

### **Marketing Items**

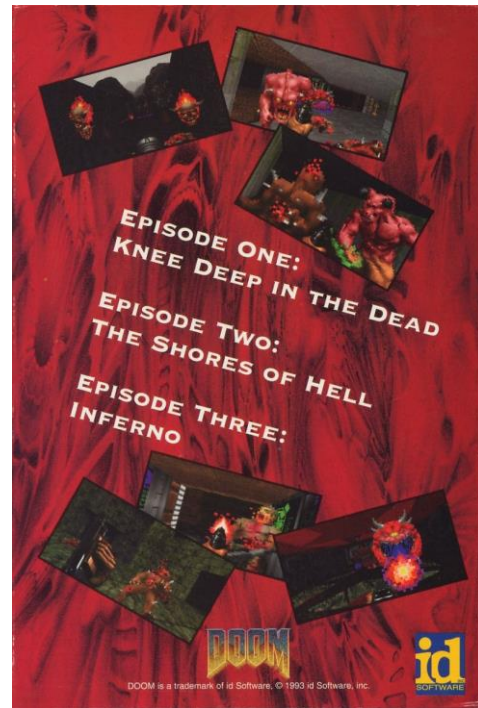
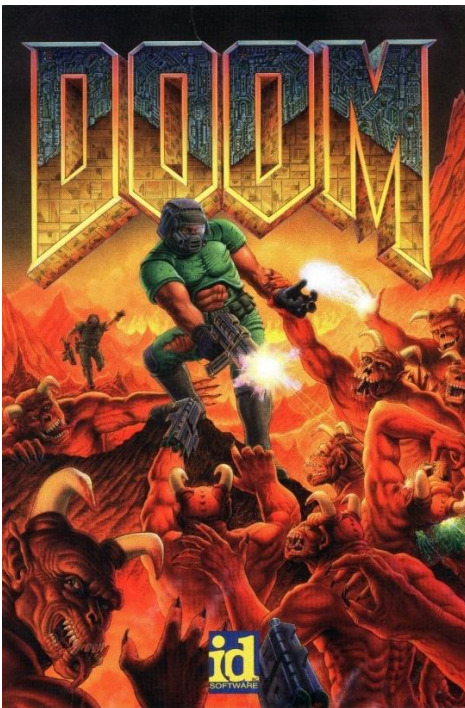
#### **Box Art**

The cover of your game's box is your first chance, in store, to catch Players' attention. "But wait!" you're saying. "I'm doing a digital only release!". Maybe so. But, as digital storefronts and games such as *Tunic* (2022) have shown us, even if your game doesn't have a physical box or case, it will likely have something resembling one in digital form.

For full points, your box art should:

- Feature the name of your game AND logo
- Feature your "company name" and logo

- Feature sketches of your main character(s)
- Include “screenshots” depicting the game
- Include a short description of the game and/or a description of the story





## SONIC AND "TAILS" TEAM UP!

**Super Speed!**  
Sonic's back and better than ever. He's a blur in blue! A blaze of action! With his new Super Spin Dash. And a new, fabulous friend, "Tails" the Fox. You won't believe it 'til you see it. And when you play, you won't stop.

**Super Play!**  
Defy gravity in hair-raising loop-de-loops. Grab Power Sneakers and race like lightning through the mazes. Dash in a dizzying whirl across corkscrew speedway. Bounce like a pinball through the bumpers and springs of the amazing Zones. All at break-neck speed!

**Super Power!**  
Sonic's attitude is can-do. The mad scientist Dr. Robotnik is planning a world takeover. Sonic gets tough in the fight to save his friends and squash Robotnik for good!

- Sonic and "Tails" race for the goal in an incredible 2 Player Competition.
- Grab the Ring and find the 7 Chaos Emeralds to end Robotnik's quest to conquer the world.

**1 or 2 PLAYERS**






Patents: U.S. Nos. 4,442,486/4,554,294/4,483,276; Europe No. 82094.  
 Canada No. 1,183,276; Hong Kong No. 84-4302; Singapore No. 88-510; Japan No. 82-20585 (Pending) 670-2480  
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 © 1992 SEGA, 3375 Ardent Road, Hayward, CA 94545. All rights reserved. Programmed in the USA. Made in Japan and Assembled in USA. Developed for use in North and South America (except Argentina, Paraguay, Uruguay).


NES P SM


## SUPER MARIO BROS.

*Do you have what it takes to save the Mushroom Princess?*

You'll have to think fast and move even faster to complete this quest! The Mushroom Princess is being held captive by the evil Koopa tribe of turtles. It's up to you to rescue her from the clutches of the Koopa King before time runs out. But it won't be easy. To get to the Princess, you'll have to climb mountains, cross seas, avoid bottomless pits, fight off turtle soldiers and a host of black magic traps that only a Koopa King can devise. It's another non-stop adventure from the SUPER MARIO BROS.!

**Players: 1 or 2**      For use with the Nintendo Entertainment System.










THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED AND GUARANTEED THE QUALITY OF THIS PRODUCT.



Game Pak (NES - GP)



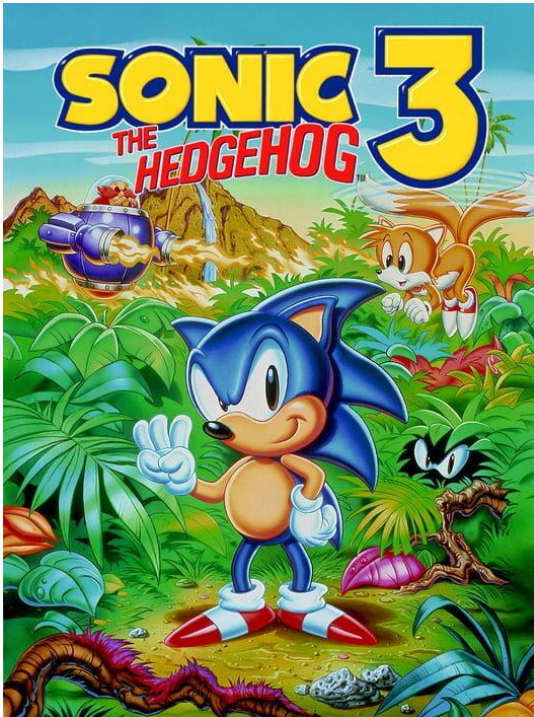
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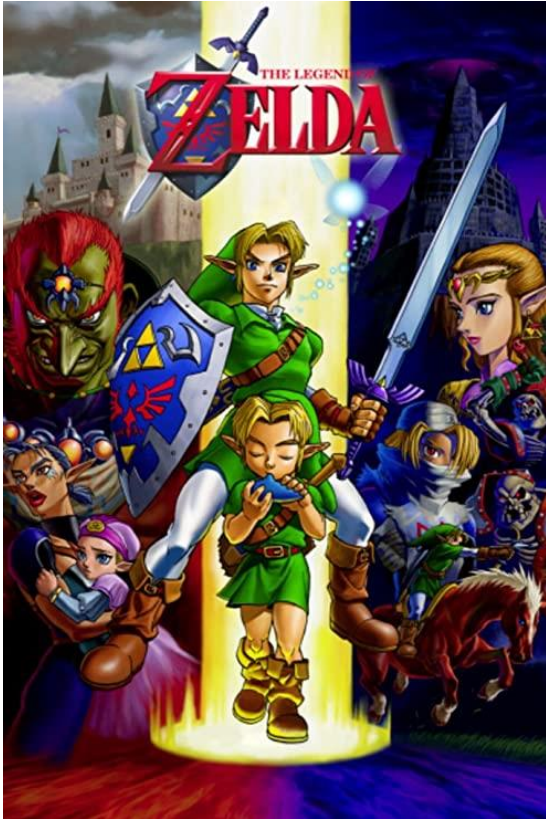
## Poster

Most games first catch Players' eyes through a press release or other event. At these, a poster for the game will generally be revealed, giving the public their first look at the game's world and characters.

For full points, your poster should:

- Be 11in x 17in
- Feature the game's name and logo
- Provide a sense of the game's world



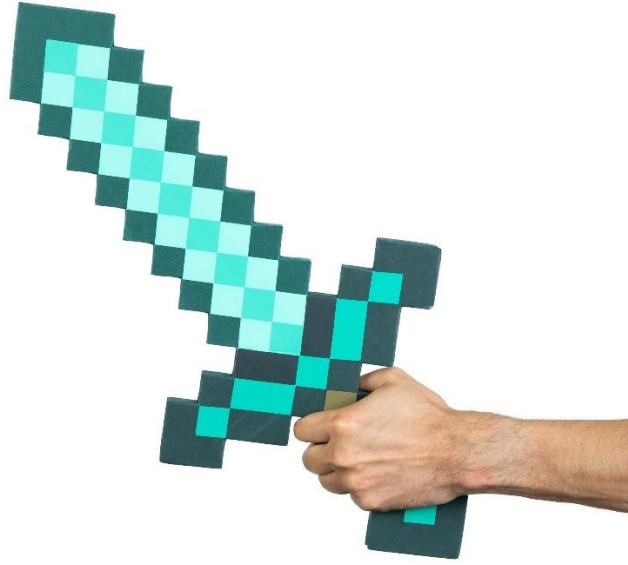


**Concept art for boardgame adaptation, action figure/toy, etc**

Sometimes, and especially in the (post)modern era, video games often take on a life outside the confines of their code. Examples include songs, such as *Pac-Man Fever* (1981); television series such as *The Super Mario Bros. Super Show!* (1989) and *Halo* (2022-Present); and even breakfast cereals like *Nintendo Cereal System*. Generally, however, such items come in the form of toys, board games, and other collectables.

For full points, you should design a promotional/collectable item that represents your game in a way not possible in a video game.









### **Video Commercial**

Of all the marketing materials from which you may choose, the video commercial is, potentially, the most powerful item in your toolbox. However, it is also, unquestionably, the most difficult. Even with months of time to prepare, shoot, and edit, a 30 second “spot” can prove a massive undertaking. For this reason, 10 extra points will be added, provided the video meets all the standard requirements; an additional 10 if the spot is 60 rather than 30 seconds.

To receive full points, your video must:

- Feature the game’s name and logo
- Include background music
- Feature footage of your game
- Include a voiceover narration and/or informative text titles
- Keep pace AND the viewer’s interest

### **Table**

So what’s the point of all of this, anyway? Well, should you win today—and thus continue onto Nationals—you will be judged on the quality, professionalism, etc. of your display table. As such, you should spend the contest time putting “final touches” on things (if needed) and getting your table together. For full points, your table should:

- Be covered with a tablecloth or other covering of your choosing
  - This can be anything but should not feature identifying information about your school; Teams displaying school information, either as part of their table or dress, will be disqualified (This is intended to prevent bias)
- Feature a laptop with a playable demo of your game
  - If your game requires a controller or other peripheral, you should have it/them present as well
- Feature a laptop, television, or other display showcasing your video demo
  - If you choose to create a Video Commercial as one of your marketing items, it should be on display as well
- Display a version of EACH of your Marketing Materials
- Display your GDD, bound and presented professionally
- Have a member of your Team present at ALL times to answer any questions
  - Such questions will concern: Your game, your GDD, your Marketing Materials/Plan, development process, and more

## Scoring

Type	Skill Description	MAX Score
Standard	Game Design Document	75
Standard	Introductory and Trailer Video	75
Standard	Marketing Materials & Merchandise	100
Standard	Overall Gameplay/Effective Simulation	175
Standard	Visual Design, Animation and User Interface	100
Standard	2D & 3D Assets & Audio	100
Standard	Technical Skills & Code Development	150
Standard	Performance & Optimization	100
Standard	Written Test	100
Standard	Table Presentation	150
Standard	Professional Development Test	25
Penalty	Clothing Penalty	-10
Penalty	Resume Penalty	-10
Tie Breaker	Written Test	1
	<b>Total</b>	<b>1150</b>

Bonus	Video Spot Format	10
Bonus	Video Spot Length	10



### Top Options (pick any)

- White polo shirt
- Businesslike white, collarless blouse
- White blouse with small, plain collar that may not extend onto the lapels of the blazer

### Bottom Options (pick any)

- Black dress skirt (knee-length)
- Black dress slacks

### Other Requirements:

- Black socks OR black sheer/skin-tone seamless hose
- Black dress shoes

**Note: For the state competition you DO NOT need the official SkillsUSA white polo. A brand-less white polo is acceptable.**