

# SEAMEO School Network Game Development Online Training

## GUIDELINES FOR FINAL ASSIGNMENT AND COMPETITION

### Terms and Conditions

- 1) The contested games are in 2D.
- 2) One team should include maximum of 4 students.
- 3) The contested game has never been published and participated in any competition.
- 4) Any part of racism, religion issue, sexual harassment or pornography item are strictly prohibited.
- 5) Recommended softwares to use based on training session:
- 6) **Inkscape** to create the static graphic,
- 7) **Sprite** to create animation / sprite sheet,
- 8) **Construct** to develop the game.
- 9) The contested game is designed to run in Web (Browser).
- 10) Game should (**at least**) consist of **Main Menu Screen, Game Play screen, and About Screen**.  
You may add **Credit screen** if you use free licensed music and sounds effects.
- 11) The game must display SEAMEO and school logo.
- 12) SEAMEO logo can be downloaded through this link : [SEAMEO Logo](#)
- 13) Team should design, create and develop the game and its game asset by themselves, **except the music and sound effect**. The game and game asset can be proved as not part of plagiarism from the internet.
- 14) Team may use the **free licensed** music and sound effect.
- 15) Free licensed music and sounds effects should be credited and mentioned appropriately in **Credit screen** so that it will not violate the copyright.
- 16) SEAMEO have the right to disqualify the team which use the game asset from internet.
- 17) **Special Conditions for Teachers:** The price can be considered if there are more than 15 games submitted from teacher.

### Submission Instructions

- 1) A dedicated Google drive folder was created for your team.
- 2) We have granted the permission to the Team Email address to upload the files.
- 3) A gmail address is required to access and upload your files to the folder.
- 4) For them who doesn't use the gmail address (highlighted color in the table), please contact [wisnu@seameo.org](mailto:wisnu@seameo.org) with your gmail address to add permission to access your Google drive folder. Please mentioned about your **school name, team name** in the email.
- 5) Your team should upload two files in the folder, which are:
  - a. Your published game in HTML5 Website platform in compressed file, with following format:
  - b. **[Your Game Name].zip** or **[Your Game Name].rar**
  - c. Your Construct files with following format:
  - d. **[Your Game Name].capx**

- 6) Step by step instructions to submit / upload your game can be found in this link:  
<https://seagamedev.wordpress.com/2017/04/18/final-assignment-submission/>

### Criteria of Assessment

- 1) **Creativity** : idea, game model, scenario, originality (30%).
- 2) **Story** : based on Folktales/Myth/Legends (20%).
- 3) **Game Asset** : character design, stage, environment, and interface (25%).
- 4) **User Experience** : ease of use, fun, leveling (20%).
- 5) **Music and Sound Effect** : related to the theme (5%).

### Submission Deadline

Sunday, 14 May 2017 23.59 GMT+7 (Bangkok Time)

### Detail of Schedule

Activities	Schedule (REVISION)
The Last Day of Training Sessions	21 April 2017
Development Phase	22 April – 14 May 2017
Submission of Games to the Instructor	<b>Deadline : Wednesday 17 May 2017: 23.59 GMT+7 (Bangkok Time)</b>
Screening by the Internal Committee	15-25 May 2017
Announcement of the Shortlisted Games of Category A (Students) and B (Teachers) on SEAMEO Website, blog and email	<b>Friday 26 May 2017</b> Published on the SEAMEO Website and blog (seagamedev.wordpress.com/ www.seameo.org)
Presentation of the Game Projects by Shortlists	<b>Friday 2 June 2017 (Afternoon) Time to be confirmed</b> <ul style="list-style-type: none"> <li>• Attended by the Judging Committee Members (Online and Face to Face)</li> <li>• Online Presentations by Shortlisted Students and Teachers (Through Webex)</li> </ul>
Announcement of the Awarding Students and Teachers	Tuesday 6 June 2017

### Prizes

There are 2 categories:

#### 1) 1st Category : Students

For the outstanding teams, there are the following 3 monetary prizes:

- 1<sup>st</sup> Prize: 300 USD/team (3 students/team)
- 2<sup>nd</sup> Prize: 200 USD/team
- 3<sup>rd</sup> Prize: 100 USD/team

## **2) 2nd Category : Teachers \*)**

For the outstanding games produced by teachers, there are the following 3 monetary prizes:

- 1<sup>st</sup> Prize: 300 USD/teacher
- 2<sup>nd</sup> Prize: 200 USD/teacher
- 3<sup>rd</sup> Prize: 100 USD/teacher

*\*) Special Condition for Teachers : The price can be considered if there are more than 15 games from teachers submitted.*

### **Contact Details**

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Instructor

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