Overview

Participants will use Scratch or other coding platform to develop an E-rated, school appropriate game or animation that focuses on the subject of their choice while incorporating the theme. The project should run smoothly, and show thought and planning of coding. Submitted games should also be intellectually challenging.

The theme for the 2020-2021 Challenge will be **Life Reimagined with Robotics.** Consider all the ways that robots and robotics have changed our lives. From surgery to food delivery, robots have changed how we now view ordinary tasks. Your team will earn points for incorporating the theme in a way where robots play a role in the project. For example, in an animation, they could be a robot character that fits into the story or in a video game they may be the playable character or villain. The way the theme is incorporated is open but should flow and not seem like the robot is an afterthought in the project.

Teams

There may be a maximum of three participants per team. Each campus may submit a maximum of four projects per category, four video games and four animation projects. Campuses should hold their own judging, if necessary, to narrow down the campus submissions. It is not required for a campus to submit multiple entries.

Requirements

- Entries must be started and completed during the current school year.
- Final projects must be completed, the project link, and portfolio submitted no later than February 25, 2021. Specific submission details will be provided at a later date.
    - **PLEASE NOTE:** Submission must be in a format that allows judges to easily play or view the project. It is recommended that a link be used. Judges will not be able to create accounts or download software to run a project so please consider this when selecting a coding platform to use.
- Any projects submitted without a portfolio will not be judged.
- The projects MUST initiate with an event (ex: click of the green flag).
- Games submitted for evaluation must be interactive while animations do not need to be.

Originality

The project must be the original work of the team, not a remix. Ideas, coding architecture, and program may be based on other sources.

Copyright/Intellectual Property

Music and graphics from outside the coding platform must be royalty free and cited in the Electronic Portfolio. Graphics or sounds that come from within a coding program (i.e. Scratch graphics) must still be cited in the portfolio. Projects may be disqualified if copyright guidelines are not adhered to.

Evaluation Criteria:

Evaluation is based on the project's aesthetics, flow, story, content, sound, characters and the complexity of coding. The project should also be entertaining and bring the user into the project.

Up to 5 bonus points may be added by the judges for exceptional features, or for content showing exemplary educational or social value.

For games: A maximum of 3 levels will be evaluated. Teams may expect judges to spend a maximum of 5 minutes playing the game.

Projects will be scored using a rubric.

Required Electronic Portfolio

Each team must submit an electronic portfolio. The portfolio must be computer-generated and submitted as a PDF. Hand-drawn images are permitted (must be clear and legible) and may be scanned and included electronically.

The **Electronic Portfolio** should contain the following:

Coding Game	Coding Animation
• A cover page with the game title, campus, participant names, and username information of the participants (**Scratch account names if using Scratch or Identifying Name if using other coding software).** The account names are to verify that the game is original for this year and that any remixes are kept from the same account and not a remix from another source or year. • Purpose and description of game, including target audience, ultimate game objective,	• A cover page with the animation title, campus, names, participant names, and username information of the participants (**Scratch account names if using Scratch or Identifying Name if using other coding software).** The account names are to verify that the game is original for this year and that any remixes are kept from the same account and not a remix from another source or year. • An explanation of how the graphics were created, including what program was used • A list of everything in the animation not created by an individual or team and its source (graphics and/or sound)

and any background story for the game. • A detailed explanation of how to play the game, including a list of all control functions (this is not a substitute for in-game instructions). • An explanation of how the graphics were created, including what program was used. • A list of everything in the game not created by the individual or team and its source.	• Creator statement that explains a short 1-2 sentence summary of what the animation is about and their vision.