LOCKDOWN!: Creating Community During COVID Competition

Instructions and Design Document

General Instructions

1. Please complete each step of this document in accordance with the instructions provided in this document.
    a. You are able to download this document and fill it out in Word, PDF, or Google Docs.
2. All participants must have a teacher or parent/guardian register their team before submitting their final submission at: https://docs.google.com/forms/d/e/1FAIpQLSfteW9VkkoeKxmCxDJDHt9P8zgVdIObXcA857-MI-2ytyiK6A/viewform?vc=0&c=0&w=1
3. All submissions are due by December 18th, 2020 at 11:59 pm PST and must be submitted by email only to events@legendsoflearning.com.
4. When submitting the final submission, you must do the following:
    a. Email a completed version of this Design Document as a Google Doc, Word or PDF file to events@legendsoflearning.com.
    b. Upon our receipt of your submission, you will receive a confirmation of submission.
    c. Only one submission may be submitted per student and per team.
    d. Students may work with up to four (4) other fellow students on a team (for a team size of up to 5 students) for a single submission.

5. All submissions must be age-appropriate for elementary and middle school students, and contain no violence, guns, profane language, or other inappropriate content. If you have questions regarding what may or may not be appropriate, please consult your teacher/parent/guardian.
6. Incomplete submissions, submissions that do not comply with these instructions, and submissions with inappropriate content will automatically be disqualified.
7. Any questions regarding the completion of this form or the Competition in general should be submitted to events@legendsoflearning.com.

Scoring and Winner Selection

1. Each submission timely received will be scored on the following criteria out of a total of 1,000 points:
    a. Creativity of Game Design Concept: 0 to 350 points
    b. Completeness and Detail of Submission: 0 to 350 points
    c. Ability to Blend Educational Material into Game Mechanics: 0 to 300 points
2. Winners will be selected based on the highest team scores.
    a. The two (2) highest-scoring teams will each receive your choice of a $500 console store gift card (Xbox, Nintendo or PlayStation) or Amazon and be able to choose your own premium swag bag with merchandise from video games like Super Mario Party, Minecraft, Roblox, Lego Incredibles and so much more. Additionally, you will have the chance to discuss your winning concept with a game developer at a recognized studio.
    b. Eight (8) runner ups will each receive your choice of a $150 console store gift card of your choice (Xbox, Nintendo or PlayStation) or Amazon and a swag bag with select merchandise from popular video games.

Game Design Competition Document

The purpose of this challenge is for students to detail how they would design a video game that helps keep people connected during the physical distancing of COVID. Preparing a design document like this is often the first step in the production of a real video game.

Team Name:

Teacher/Parent/Guardian Name:

Teacher/Parent/Guardian Email Address:

School Name:

School District:

State:

Title of Game:

Name(s) of Team Members involved in Submission:

Team's Favorite Video Game:

1. **Theme / Setting / Genre**

    In 750 words or less, please describe the general theme of the game, any relevant background material, and the overall genre of the game.

    Notes: The theme of the game can be anything, but the game should promote storytelling, community, and connection.   The game could be sports-related, adventure-related, resource strategy-based, etc. Be creative about how you are going to keep people connected through gameplay.

2. **Core Gameplay Mechanics Summary**

In 750 words or less, please describe how the game will work and the core things players will do/actions they will take to both play and learn.

Notes: What should the gameplay be like? What is the goal of the game, and what kind of obstacles are in the way? What choices do players need to make? How do players stay connected with their community? What is the story?

3. **Game Influences**

Describe two (2) creative influences for your game. For example, movies, games, books, tv shows, etc. For each of the two (2) influences, name the influence below and, in less than 200 words, please describe why you chose the influence.

- Name of Influence #1:

Why did you choose this influence (200 words or less)?

- Name of Influence #2:

Why did you choose this influence (200 words or less)?

4. **Story and Gameplay/Game Flow Details**

In 750 words or less, please provide a narrative of the gameplay experience and how this experience encourages connectivity and community.

Notes: What is the story? What do players do? Are we saving a princess/prince, building a kingdom, etc? How does the player succeed/fail? What actions/choices are they required to take? Imagine describing your favorite video game to a friend.

5. **Community/Connectivity**

   In 500 words or less, describe how the game keeps people connected during COVID.

6. **The Elevator Pitch Summary**

   Pretend that you are pitching your game to an executive or your favorite game designer in the elevator. In 200 words or less, provide the best pitch for why someone should help build your game.