uDevGames 2011

Draft v2

What is uDevGames?

The uDevGames game creation contest was established in 2001 by iDevGames.com to encourage Macintosh game development, and to recognize the best and most innovative developers in the community.

Entrants are given three months to design, create, and polish a game — including all coding, graphics, and sound — which will be subject to a public vote for the "Best Overall Game." Further awards will be given in the categories of Best Gameplay, Best Graphics, Best Audio, Best Story, Most Original, and Most Polished, which will be decided by a peer vote of all registered uDevGames participants. Prizes are distributed to the developers or teams for the top three entries for Best Overall Game, and in each category.

Past contests have resulted in over 120 games created by independent Mac developers from around the world and have awarded entrants with a total prize pool valued at over $100,000. Awarding prizes to developers who participate in uDevGames confirms one of iDevGames' core values that "motivation is the key to turning game coders into game developers".

The source code to all games entered into the uDevGames contest are released back to the community under Open Source licenses. This helps to accomplish iDevGames' mission of educating and expanding the Macintosh game developer community.

uDevGames 2011 Official Rules

Terms

- **Source Files** – The editable source code and project files which are required to build a working version of the game.
- **Assets** – The audio, video, image, and data files which in combination with the Source Files can be used to build a fully working version of the game.
- **Team** – A team is composed of one or more people. A team member is defined as any person who contributes privately to an entry. If the contribution to the entry is not freely available to every other entrant, then the contributer is part of the team for the entry they contributed to.

Rules of Eligibility

1. Only one entry per team is allowed. A person may contribute to multiple teams.

2. Teams must complete the uDevGames 2011 Contest Entry Form by October 2, 2011 at 11:59 PM GMT.

3. Each team must pay the $10 USD entry fee by October 2, 2011 at 11:59 PM GMT. (See FAQ #3)

4. Entries with screenshots, movies, or any playable form (i.e. beta, demo, release, etc), released to the public or outside testers before July 1, 2011 at 12:01 AM GMT are ineligible.

5. All entries should be substantially the team's original creation. Entries may use publicly available libraries, frameworks, engines, artwork, audio, and other resources as part of their projects. However, (a) such use must be acknowledged in the game's credits (b) the entry should have substantial original material apart from such public content.

6. Teams are required to submit the Source Files and Assets for their entry as described under the section "Source Submission" by October 2, 2011 at 11:59 PM GMT.

7. Entries are required to include the "uDevGames 2011 Read Me.pdf" file in the download.

8. Entries must be in a "double-clickable" form, and run on a fresh install of Mac OS X 10.6.7 on a 64-bit Intel-based Mac without the aid of translation software (such as Rosetta) and without requiring the installation of any libraries, frameworks, or plugins. Web browser-based entries ("web players") are also not allowed.

9. Entries may not be sold during the contest.

10. The complete game download (including audio, graphics, and levels) may not exceed 50 megabytes when compressed as a .zip file. (See FAQ #10.)

11. All prize-winning entries must supply a written postmortem by October 16, 2011 at 11:59 PM GMT. Failure to supply a postmortem may result in exclusion from receiving any prizes.

General Conditions

1. This contest is void where prohibited by law.

2. By participating in this contest, entrants agree to be bound by these rules, the decision of the judges, and acknowledge that all decisions made by iDevGames and the judges are final.

3. Submission of an entry constitutes permission to use the entrant's name, entry, hometown, likeness, and information regarding the entry by iDevGames and the uDevGames sponsors in promotion of the Contest, except where prohibited by law.

4. This contest does not convey an endorsement of any product or service, nor does a third party's donation of any prize have any influence on iDevGames editorial coverage.

5. iDevGames and the uDevGames sponsors are not responsible for lost or misdirected prizes, or prizes damaged during transit.

6. Any prizes that have not been claimed in a reasonable time may be returned to the donating sponsor.

7. Failure to comply with the contest rules will result in the disqualification of the entry and the forfeiture of any prize. iDevGames reserves the right to change or alter these rules at any time without notice.

8. If, in iDevGames' exclusive judgment, the contest becomes compromised in any way, iDevGames reserve the right to withdraw the contest, cancel any method of entry, to void any entries deemed to be submitted fraudulently, or select winners from all eligible entries received prior to act that compromised the contest.

Source Submission

All teams are required to supply the Source Files and Assets for their game to iDevGames by October 2, 2011 at 11:59 PM GMT. In preparing your source submission, the following points should be observed:

1. Entrants are required to submit the Source Files for their entry (excluding any 3rd party libraries or frameworks which may be copyrighted) under a license listed at <http://www.opensource.org/licenses/>.

2. The Assets for the entry may be distributed under any terms the entrants choose, however the Assets must still be included in the submission with the Source Files.

3. The Source Files and Assets, in combination with the use of any required tools, should be able to successfully build a complete working version of the game. Such tools must be available to the public (freely or commercially) prior to the start of the contest.

4. The "uDevGames 2011 – Read Me.pdf" file must be included with your entry.

5. The license(s) governing distribution of the Source Files and Assets must be included.

6. The source submission should be archived in a compressed read–only Mac OS X Disk Image (dmg) file.

Postmortems

Prize-winning entries must supply a postmortem to iDevGames before MONTH DAY, YEAR at 11:59 PM GMT. The postmortem should document what went right and what went wrong during the development process of the game, to communicate the lessons learned during development to others so that they can aim to mimic the successful parts of the development process, and avoid the pitfalls encountered during the project.

The postmortem should:
- Be no less than 1,000 words
- Have a minimum of four screenshots (1024x768 or larger) of your game or your development process in action.
- A listing of all relevant software and hardware tools utilized in the development process
- Be submitted in UTF-8 Plain Text, HTML, or RTF, along with separate screen images and other media.

Scoring

The scoring period begins soon after the coding period concludes (on October 2, 2011 at 11:59 PM GMT), and ends on October 13, 2011 at 11:59 PM GMT. During that period anyone may download, play, and score the entries.

Entries will be scored by the public (including entrants) for "Best Overall Game." Entries will be scored by <u>entrants only</u>, in six additional categories:
- Best Gameplay
- Best Graphics
- Best Audio
- Best Story
- Most Original
- Most Polished

Players will assign a score of 1 to 10 for each game in each category. The highest average score will determine the winner of each category.

For the six "peer" categories, each team will score every entry besides their own. The final score for an entry is calculated by the average of each team's score.

Teams who have not met all requirements of the competition will not be allowed to participate in the peer scoring process. Scoring results will be kept confidential until the scoring period has ended.

Any attempt to artificially influence scores will result in immediate disqualification. See General Condition #8.

Prize Distribution – WILL BE ADJUSTED BASED ON TOTAL PRIZE COUNT

The contest winners will be announced on MONTH DAY, YEAR at HH:MM XM TZ. The prizes in the prize pool will be distributed in "rounds." Each round consists of the following steps:

1. First place in the "Best Overall Game" category will select one prize from the pool.

2. Second place in the "Best Overall Game" category will select one prize from the pool.

3. Third place in the "Best Overall Game" category will select one prize from the pool.

4. The first place winners in each of the five categories will then each select one prize from the pool, in order of descending overall score.

5. The second place winners in each of the five categories will then each select one prize from the pool, in order of descending overall score.

6. The third place winners in each of the five categories will then each select one prize from the pool, in order of descending overall score.

No winner may select a prize from the pool more than once per "round." The process will repeat for as many rounds are required until the prize pool has been exhausted.

If there is a tie in the overall score, the tie will be broken by the highest average score in each category.

If there is a tie in a category, the tie will be broken by the highest overall score.

uDevGames 2011 FAQ

Questions on the rules

FAQs Relating To Rule #2

2.1 Can I submit my game early? Is there any advantage?
Yes, you can submit your game before the deadline. This will allow you to receive crucial feedback from others that will help you remove bugs and improve gameplay. It also leaves more time to add polish as the scoring period draws nearer. You may update your submission as many times as you wish before the end of the entry period.

FAQs Relating To Rule #3

3.1 What is the entry fee for?
iDevGames is a non-profit community-supported website. Entry fees for the contest will be used to offset the immense cost of bandwidth need to host the uDevGames contest entries and iDevGames.com. In the event that uDevGames gets a sponsor for bandwidth, the entry fees may be dropped, or will be used to add to the prize pool.

3.2 I am unable to submit the entry fee with the methods provided, what should I do?
If you are unable to join the contest based on an issue with the entry fee, we suggest that you post in the iDevGames message board, and a friendly person may pay on your behalf. Questions about any of the payment options should be directed to: staff@idevgames.com

3.3 When should I pay the entry fee?
After you complete the Entry Form. The Entry Form and Fee may be submitted any time before the end date of the contest entry period.

3.4 I paid the entry fee, but it says I haven't!
Your payment must be processed manually. It may take a day or two to show up. Be patient.

3.5 I paid the entry fee, but now I must withdraw from the contest.
We regret that you must redraw from the contest, but we cannot refund your entry fee. Please understand that your entry fee will only go towards the bandwidth cost of the contest and iDevGames.com.

FAQs Relating To Rule #4

4.1 I only released screenshots of my game before the contest. Why can't I submit it?

By releasing screenshots of your game to the public, you have allowed the opportunity to receive feedback on your graphics, style, and polish which can potentially give you an unfair head-start in the competition.

4.1 Can I use source code from a game that was released to the public prior to the start of the contest?

The use of source code used in a game released prior to the start of the contest is allowed, provided that the entry is a substantially new work and meets the conditions of Rule #5.

FAQs Relating To Rule #5

5.1 Can I use third-party, closed or open source engines, frameworks, libraries, or plugins, in my game?

Yes, however, they must be available to the general public before the start of the contest entry period. For example, Unity and Torque are allowed.

5.2 Can I enter a clone of, or "tribute" to, a popular video game?

Yes, but keep in mind that Originality is one of the categories games are scored on. In no circumstance will games which infringe intellectual property rights be allowed to enter uDevGames, so make sure you get permission before using anybody else's creation in your entry.

FAQs Relating To Rule #6

6.1 What is meant by "Source Files"?

Source Files refer to the editable files the developers used (possibly in conjunction with a development tool or tools) to build the game, including the source code, scripts, makefiles, and project files. In combination with the Assets, anyone with the development tools used by the developers, should be able to build a complete working game, as well as modify any part of it.

6.2 Do I have to use a particular language, programming tool, or IDE?

No. You may use any programming language or tool to create your game as long as it does not conflict with any of the rules of the contest. Please note that scoring will not be affected by what you use to create your game. If your development tool(s) utilizes source files and can create a stand-alone double-clickable Mac OS X game that meets the criteria of rule #8, your entry should be fine.

6.3 Why must I make the source of my game available to enter?

iDevGames is dedicated to enhancing the Macintosh game development community. One of the ways of achieving this is to demonstrate programming techniques through example. By making the release of the source code one of the uDevGames entry conditions we hope to greatly increase the availability of good, Macintosh-specific, game code examples so that everyone can benefit from them.

6.4 Will the source code for my game be judged, and is commenting required?

Your source code will not be judged, nor is it required that you comment your source code. However, the community benefits more if your code is easy to read, so commenting, descriptive variable and function names, and any documentation is recommended and appreciated.

6.5 Are you interested in receiving updates to my source code even after the contest is over?

Yes!

6.6 Will others be able to use my source code in their own entries?

No, the source code will only be made available after the contest is over and the winners declared.

6.7 What license should I select for my source code?

If you are unsure, we recommend using the MIT License. The MIT License is a simple and friendly license with few restrictions. Other licenses are increasingly restrictive.

For information on the various licenses, read about the licenses at opensource.org. Also try doing a search on Google for the license you are interested in. Another good resource is the iDevGames' Forum.

6.8 Do I have to release the assets for my game as open source too?

No! The assets used in your game can be licensed in any way you see fit. The only requirement is that the assets must be included with the source code so that anyone can download, build, and run your game. This really comes down to convenience, so that the assets do not need to be scraped from the binary submission in order to build the game.

FAQs Relating To Rule #8

8.1 Do you welcome cross platform games and their code?

Yes, cross-platform (Mac OS X, Linux, Windows, etc) entries are welcomed, however all entries must have a native Mac OS X executable.

8.2 Does my game need to support PowerPC? Mac OS X 10.5?

Entries are not required to run on PowerPC machines or versions of Mac OS X prior to 10.6.7.

8.3 I am using the "XYZ" framework. Do I have to include in my entry?

If the "XYZ" framework is not installed on Mac OS X by default, you must include it with your entry, requiring no extra installation. For example, if you are using SDL, you must include the SDL framework with your game, and the user must not be required to install it into a system directory.

FAQs Relating To Rule #9

10.1 Can I further develop my game and sell it after the contest?

Absolutely. You may simply not sell the game during the contest.

FAQs Relating To Rule #10

10.1 Why is there a size limit on entries?

There are three reasons: (1) to allow a reasonable percentage of people to be able to download and play all of the games; (2) to enable us to handle all the games on our server; and (3) to keep the games simple and easy to learn from. The smaller your game, the more likely you are to finish and polish it, and the more likely people are to download and vote for it.

10.2 Can my game require an internet connection?

Yes, as long as the short description of the game on the contest page and the included documentation notes that the game requires a connection to the Internet.

10.3 Can my game download or stream additional data from a remote server?

Yes, as long as the source code for the custom server software and the Assets being served are also included in the source submission in accordance with Rule #5.

FAQs Relating To Rule #11

11.1 What is a postmortem?

A postmortem documents what went right and what went wrong during the development process of your game. Hopefully the lessons you learned along the way will be communicated to others so that they can repeat the successful parts of the development process, and avoid the pitfalls you encountered in your project. To learn more about writing a postmortem, see the article "Conducting a Project Postmortem". http://www.gamedev.net/reference/articles/article977.asp

Other questions

Do all team members need to register separately?

No, exactly one Entry Form is submitted for each game entered into the competition. Once the form has been submitted, any of the team's members may contribute to the entry without any further registration.

I do not have time to create the game assets AND program a game. What do you recommend?

There are many websites with game assets that have licenses allowing you to use them in your games.

Team up! Many developers are in the same boat, with limited time and skills to complete a finished game. Use the iDevGames forums to find someone to partner with.

Entries using copyrighted materials without the express consent of the copyright holder will be immediately disqualified. If you are unsure of the legal status of any particular game assets then we would recommend not using them.

What genre should my game be?

Any game genre is acceptable. It should be noted, however, that some game genres are more suitable than others given the time constraints of the competition. For example, a

puzzle game should be fairly easy to implement in the given time, but a detailed 3D multi-player online role-playing game is perhaps unrealistic.

Most games these days are 3D; does mine have to be?
No, your game does not have to be 3D. Graphics is just one area that games are voted on, and 2D games with good gameplay and polish can do just as well.

Are their any language requirements for games?
The contest is open to developers (and gamers) all over the globe and so no language has been made mandatory. However, the majority of players and developers speak English so we would recommend you use English if possible.

Can I promote my entry on my Web site?
Yes, this is fine, however we ask that you provide a link to the contest page as well as a short explanation of uDevGames so that gamers can try all the games in the contest.

Why have you allowed iDevGames' staff to enter?
All staff, with the exception of the editor, have been allowed to enter. iDevGames' "staff" is entirely unpaid part time volunteers, and active game developers themselves. To exclude them from the contest would penalize them for helping to make iDevGames the great resource for Mac game developers that it is and could also hinder our recruiting efforts for more staff members. Please be assured that no favoritism will be shown to staff members, and never has in the past.

Do you need any help regarding this competition?
Word of mouth is key to making uDevGames a bigger and better event each year. Please post to the forums and mailing lists you visit about the contest. Whether you decide to enter or not, we encourage you to play the submissions, provide feedback to the developer(s), and vote on which one you think is the best. You can help by playing video games!