



COMPUTER GAME & SIMULATION PROGRAMMING

Type: Individual or Team (3 max)
Submission: URL and Statement of Assurance
Rating Sheet: <http://www.fbla-pbl.org/media/Computer-Game-and-Simulation-Programming-FBLA-Rating-Sheet.pdf>

Overview

Two parts: a prejudged project and a presentation.
Competitors must complete both parts for award eligibility.

No changes may be made to the submission between the regional conference due date and the state conference.

2018 Topic

A sandbox is a style of game in which minimal character limitations are placed on the gamer, allowing the gamer to roam and change a virtual world at will. In contrast to a progression-style game, a sandbox game emphasizes roaming and allows a gamer to select tasks. Instead of featuring segmented areas or numbered levels, a sandbox game usually occurs in a “world” to which the gamer has full access from start to finish. Create an original sandbox-style game that revolves around a year in the life of a typical FBLA member and the varied activities that he/she can become involved in; such as competitive events, fundraising, community service, national membership programs, and national recognition programs. The game must:

- Run on a PC using Windows 7 or newer
- Be virus and malware free
- Run solely by keyboard stroke
- Qualify for a maximum ESRB rating of E10+

Specific Guidelines

- Choose a programming language or game/animation engine to create a standalone executable program that will display creativity, programming skill, and convey the message of the topic.
- The program must run on Windows XP or a higher computer.
- Data must be free of viruses/malware. Any entry with contaminated data will not be judged
- All data and programs should be contained in a master folder named STATE_ SCHOOL where your state and school are listed in that folder name format. Outside of the master folder, create a shortcut to the executable file. If the program requires a runtime player, create a shortcut outside the master folder to launch the runtime player installer.
- Must be graphical in nature, not text based
- An initial title page with the game title, user interface control instructions, and active buttons for Play and Quit
- A quit command programmed to the escape key
- The program should be shown to the judges.

(Continued)

Procedure

Region and State: Prejudged

- Competitors will submit a Statement of Assurance containing the URL to the regional director by the date established annually. Unless told otherwise, submissions will be prejudged only at the regional level.
- Competitors must prepare projects.
- Competitors are expected to follow all applicable copyright laws; any photographs, texts, trademarks, or names used must be supported by proper documentation and approvals indicated on the site or project.
- Competitors are responsible for ensuring their project can be shown to judges.
- When applicable, the use of templates must be identified.

State: Presentation

- Presentation of the entry must be conducted by competitors who authored the event.
- Visual aids related to the project may be used; however, no items may be left with the judges.
- The presentation is designed to be an explanation of equipment used, software used, the development process, an overview of how copyright laws were addressed, and challenges experienced during the process.

Presentation

Equipment Setup: 5 minutes

Performance: 7 minutes

Warning: 6 minutes

Penalty for over time: 5 points

Q & A: 3 minutes

A panel of judges will select the winners; all decisions are final. The number of awards presented will be determined by the judges. The maximum number of awards will be three (3) at the regional level and five (5) at the state level.

Eligibility

- Each chapter may submit one entry. The first-place regional winner will compete at the state level.
- Competitors must pay dues by March 1.
- No more than one (1) team member may have competed in this event at a previous State or National Leadership Conference.
- Competitors cannot be replaced or substituted for prejudged events.