

Design-A-Game Competition

Have you got a great idea for a video game? Now is your chance to take it to the next level!

We want you to design your own computer game. You'll need to think about the:

Concept – what is the game about? What happens in your game?

Characters – What are the characters in your game?

Environment / Levels – draw some sketches showing what environment or levels will be like.

Controls – how would people play your game? What would they need to do?

To enter, complete the entry form **and save it**. Send it to business@hackney.gov.uk with the subject line **Game Design Competition**. Don't forget to attach your images!

The best entries will be selected to pitch their ideas to game-making professionals at the Get Into Tech event on 10 March! There are prizes up for grabs for the overall winners.

The closing date for entries is midnight on **Monday 7th March 2016**. Good luck!



Design-A-Game Competition Entry Form

Team name (Give your game-designing team a name)

School (What's the name of your school?)

Name of game (What's your game called?)

About the game (Briefly describe your game)

Environment / Levels

(Attach images or scans of your drawings to show your game environment / levels)

Characters

(Attach images or scans of your drawings to show the characters in your game)

Controls (How will people play your game? Attach images or scans if necessary)

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Example Entry – 'Little Red'

Name of game

Little Red

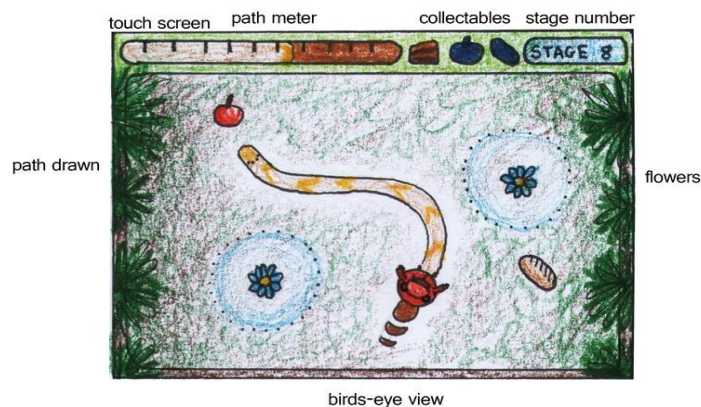
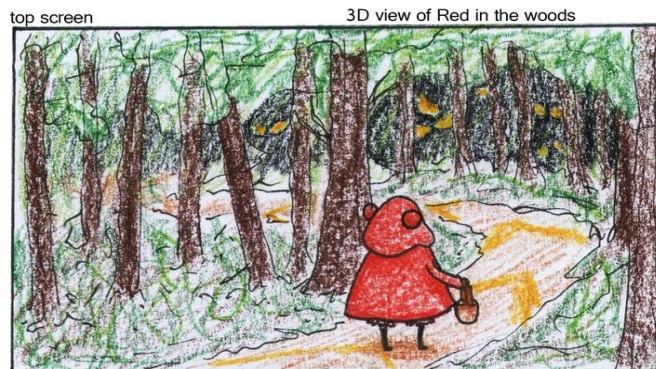
About the game

Little Red is a puzzle game where the player guides Little Red through the forest to visit her gran by drawing paths. Let Red stray from the path and she's instant prey for the wolves; the player must keep adding to the path as Red moves along before it runs out.

The game is split into 10 stages with many different obstacles along the way. There are also collectables in each stage to help the player achieve a better score and unlock bonus stages. Each 10th stage contains a new danger – the Big Bad Wolf who follows its own path, but if it crosses the player-drawn path it will start to follow it.

Environment / Levels

(Attach images or scans of your drawings to show your game environment / levels)



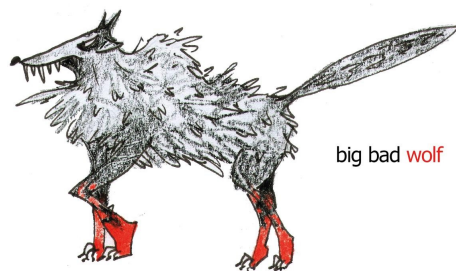
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Example Entry – Little Red

Characters

(Attach images or scans of your drawings to show the characters in your game)

little red



big bad wolf

gran



Controls (How will people play your game? Attach images or scans if necessary)

Most of the action takes place on the touchscreen, which shows a birds-eye view of the woods. The player's main ability is to draw paths with the stylus, but this is limited by the path meter, which is never full enough. Little Red will trot along the paths you draw. The path disappears once she's walked along it, which refills the path meter.