We are excited to offer our third annual coding challenge at our 2020 Affiliate Tournament being held in Grande Prairie AB on March 14 at Riverstone Public School. This challenge is open to individuals or teams who are working on designing computer games using a variety of platforms. This is our third year offering this challenge and we have tried to add some new elements to the challenge to make it more exciting for those who accept the challenge.

The Challenge:

Another Revolution-The Countdown is On!*

What are the qualities of a great game? Are there elements of both luck and skill? Are they full of unexpected surprises? Consider what makes a computer game fun to play. Is it the challenge of beating a game that is difficult to beat? Is it the fantastic graphics and characters that enthrall you? Or do you just want to get the highest score? Survive insurmountable obstacles? Or just find out what happens at the end? Keep all these things in mind, design a game that has it all...and then bring it to our tournament!

A	Challenge	Points to be earned
	Nothing is more exciting than when a game you love has more challenges for you. Adding levels of increasing difficulty allows your player to feel like they are being challenged, mastered something new and have something to look forward to when they complete the present task. Your game should have at least three levels.	0-20
B.	Graphics	
	Great games can transport you to another world or dimension. This dimension can be very realistic or simplistic, depending on the type of game you are creating. Coming up with the perfect backgrounds as well as characters/sprites, is one way of putting a unique signature on your game. How will your graphics make your game stand out? **For 10 bonus points, insert a countdown feature into your game.**	0-20
C.	Motivating Element	
	What will motivate your players to keep playing your game? Will they be able to see how they ranked against others playing your game by seeing their score? Will they get power-ups that will give them more advantages? Or will they discover a treasure or secret if they manage to make it through all the twists and turns or your storyline? You decide on and integrate your motivating element.	0-20

D.	Luck or Skill?	
	They say practice makes perfect but sometimes it is fun to get lucky and stumble upon a powerup or secret door that will give your players an unexpected advantage or chance to "beat the game". How can you code a little luck into your game?	0-10
E.	Coder's Choice Element	
	Every coder has their special strengths. It might be remixing a different game into a newer/better version. It might mean making the game that you brought to the tournament last year even better. (Both of these options would need to show the changes/growth in the games.) It might be animating some fantastic cutaway scenes that promote the storyline. Perhaps it's the incorporation of some amazing game physics that make your effects particularly fun to watch. You decide.	0-20
F.	Game Sign	
	Each team will need to create an arcade style sign or trifold, that will attract players to your game. Make sure to include your game name, all the members of your creative team, as well as key features of your game. It should act as an invitation for people to come and see what your game is all about.	0-10

There will be two levels of competition at the tournament. Middle School Level which will include students in grades 4-8. Senior School Level which will include students in grades 9-12. We will have a maximum of 15 spots in each category at the tournament. Registration for this year's contest will open on December 1st at www.albertadi.com.