

FXP Overview and Develop Competition Strand

Overview:

The aim of FXP in each of the competition strands will be to either '**Concept**' or '**Develop**' a game idea with a '**USP**' (Unique Selling Point), considering the limitations and advantages for **Mobile Platform Technology (Smartphone/Tablet)**.

In conjunction with the target platform of Mobile Platform Technology and USP, each year the competition will adopt an overall **Theme**, which must be incorporated.

The **Theme** each year will be set by the judges at the start of the competition.

USP:

In both strands of the competition, each team's game does not need to be a completely original '**Never Seen Before!**' game, but aim to demonstrate something unique that would make it stand out from the crowd!

Mobile Platform Technology Considerations and Restraints:

As the competition for both strands will focus around the concept of Mobile Platform Technology, there are considerations and restraints that will need to be taken into consideration by the teams competing.

The judges will be looking for evidence that teams have designed with these elements in consideration. These could include points such as:

- **Screen size design.**
- **Frame Rate.**
- **HUD (Heads Up Display) design.**
- **User Control size and placement.**
- **In-Game Content design and size.**
- **Online and Social features.**

Pre-Planning and Resources:

Due to the nature of the competition and an overall theme for the year being set at the start of the competition, the entrants will not enter with any pre-prepared material.

Learners are fully encouraged to practice skills and resources required for their chosen competition strand prior to the competition. In addition to support learners taking the **Develop** strand, full copies of the GameMaker: Studio engine and a PiPo tablet will be supplied to each team entered to practice.

Team sizes:

Max. 5 per team.

Competition Room Resources:

Software available at the competition on the PCs in the competition rooms will include:

- **GameMaker Studio.**
- **Unity Pro.**
- **Adobe Creative Suite**
- **Microsoft Office**
- **3ds Max**

FXP 'Develop' Category:

The outcome of the '**Develop**' category of the competition for each team is to produce a loadable version of their original game on the mobile tablet supplied for the competition (PiPo Android Tablet).

The game should aim to demonstrate creativity and originality through the USP and Theme, plus also demonstrate consideration to the design restraints of Mobile Platform Technology.

Teams can choose to produce their game using either the **GameMaker: Studio** or **Unity Pro** Engine. Both engines will be available on all machines in the competition rooms.

A team's final submission at the end of the competition does not have to be a fully finished game, but can be a working prototype that reflects the judging requirements.