

# 2023–24 Competitive Events Guidelines

## Computer Game & Simulation Programming



Computer Game & Simulation Programming provides members with the opportunity to design and implement a computer game based on a specific topic. Interactive computer games and simulations have achieved broad implementation in a wide variety of business and educational disciplines.

### Event Overview

**Division:** High School

**Event Type:** Team of 1, 2 or 3 members

**Event Category:** Presentation

**Event Elements:** Presentation with a Topic

**Presentation Time:** 3-minute set-up, 7-minute presentation time, 3-minute question & answer time

**NACE Connections:** Career & Self-Development, Communication, Critical Thinking, Leadership, Professionalism, Teamwork, Technology

**Equipment Provided by Competitors:** Technology and presentation items for preliminary and final round presentation

**Equipment Provided by FBLA:** Internet access and table for preliminary round presentation; Internet access, table, power, projector & screen for final round presentation

### 2023–2024 Topic

Create an adventure game with a storyline incorporating FBLA goals, concepts, and/or history. The game must:

- Be playable on the student device using Windows 10, Mac OS, or a modern web browser.
- Be compatible with a maximum ESRB rating of E10+.
- Be secure and bug-free.
- Include:
  - A hero
  - At least one villain
  - Use of arrow keys for movement and can incorporate other keys for other actions
  - Scoring (examples include points system, leaderboards, etc.)
  - Win/lose screens
  - At least two levels of play

### FBLA Goals

- Develop competent, aggressive business leadership.
- Strengthen the confidence of students in themselves and their work.
- Create more interest in and understanding of American business enterprise.
- Encourage members in the development of individual projects that contribute to the improvement of home, business, and community.
- Develop character, prepare for useful citizenship, and foster patriotism.
- Encourage and practice efficient money management.
- Encourage scholarship and promote school loyalty.
- Assist students in the establishment of occupational goals.
- Facilitate the transition from school to work.

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### District/Region/Section

Check with your District/Region/Section leadership for District/Region/Section-specific competition information.

### State

Check with your State Leader for state-specific competition information.

### National

#### *Policy and Procedures Manual*

- Competitors should be familiar with the Competitive Events Policy & Procedures Manual, found on the Competitive Events page on [www.fbla.org](http://www.fbla.org).

#### *Eligibility*

- FBLA membership dues are paid by 11:59 pm Eastern Time on March 1 of the current school year.
- Members may compete in an event at NLC more than once if they have not previously placed in the top ten of that event at NLC. If a member places in the top ten of an event at NLC, they are no longer eligible to compete in that event.
- Members must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.
- Members must stay in an official FBLA hotel in order to compete.
- Each state may submit four entries.
- Each competitor can only compete in one individual/team event and one chapter event (American Enterprise Project, Community Service Project, Local Chapter Annual Business Report, Partnership with Business Project).
- Only competitors are allowed to plan, research, prepare, and set up their presentations.
- Each competitor must compete in all parts of an event for award eligibility.
- All members of a team must consist of individuals from the same chapter.
- Picture identification (driver's license, passport, state-issued identification, or school-issued identification) is required when checking in for competitive events.
- If competitors are late for a presentation time, they will be allowed to compete until such time that results are finalized, or the accommodation would impact the fairness and integrity of the event. Competitive events start in the morning before the Opening Session of NLC.

#### *Recognition*

- The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10.

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### *Event Administration*

- This event has two parts: preliminary presentation and final presentation
- Preliminary Presentation Information
  - **Equipment Set-up Time:** 3 minutes
  - **Presentation Time:** 7 minutes (one-minute warning)
  - **Question & Answer Time:** 3 minutes
  - **Internet Access:** Provided (Internet access may not be Wi-Fi, so competitors should plan appropriately when selecting devices on which to present. Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections go down.)
  - The presentation is judged at the NLC. Preliminary presentations are not open to conference attendees. The presentation will take place in a large, open area, with a booth size of approximately 12' x 12'.
  - Competitors/teams are randomly assigned to sections.
  - Competitors present directly from a laptop/device. Screens and projectors are not allowed for use, and competitors are not allowed to bring their own. Power will not be available.
  - Competitors can present with and bring any of the following technology into the presentation as long as it fits on the small table in front of the judges table or is held by the competitors:
    - Laptop
    - Tablet
    - Mobile phone
    - External monitor that is approximately the size of a laptop monitor
  - Visual aids and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
  - When the equipment set-up time has elapsed, the timer will automatically start the presentation time.
  - If performing as a team, all team members are expected to actively participate in the presentation.
  - No animals (except authorized service animals) will be allowed for use in any competitive event.
  - Presentation should cover the following aspects of the program:
    - Choosing 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 development, usability and functionality of the program must be demonstrated and explained to the judges.
    - Data must be free of viruses/malware.
    - Must be graphical in nature, not text based.
    - Must have an initial title page with the game title, user interface control instructions, and active button for Play and Quit.
    - Must have a quit command programmed to the escape key.
    - Competitors must show the judges any of the following that are applicable: readme file, source code, documentation of templates/libraries used, documentation of copyrighted material used.

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- The presentation should follow the rating sheet and include the following:
  - Concept and Design of the Game: What are the game rules? Are they easy to understand? Do the rules address all aspects of the game?
  - Implementation of the Concept & Design: What process was used to turn the concept and design into software? How was the art/sound built?
  - User Experience: Does the user have a good experience with the interface?
- Final Presentation Information
  - **Equipment Set-up Time:** 3 minutes
  - **Presentation Time:** 7 minutes (one-minute warning)
  - **Question & Answer Time:** 3 minutes
  - **Internet Access:** Provided (Internet access may not be Wi-Fi, so competitors should plan appropriately when selecting devices on which to present. Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections go down.)
  - An equal number of competitors/teams from each section in the preliminary round will advance to the final round. When there are more than five sections of preliminary presentations for an event, two competitors/teams from each section will advance to the final round.
  - Final presentations may be open to conference attendees, space permitting. Finalists may not view other competitors' presentation in their event.
  - Competitors can present with and bring any of the following technology into the presentation as long as it fits on the small table in front of the judges' table or is held by the competitors:
    - Laptop
    - Tablet
    - Mobile phone
    - External monitor that is approximately the size of a laptop monitor
  - The following will be provided for the final round if it occurs in a conference room: screen, power, table, and projector. Competitors using laptops or other devices that do not have an HDMI port will need to provide their own adapters. It is up to final-round competitors to determine if they wish to use the technology provided.
  - Visual aids and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
  - When the equipment set-up time has elapsed, the timer will automatically start the presentation time.
  - If performing as a team, all team members are expected to actively participate in the presentation.
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  - User Experience: Does the user have a good experience with the interface?

### *Scoring*

- The preliminary presentation score will determine the finalists.
- The final presentation score will determine the winners.
- Judges must break ties. All judges' decisions are final.

### *Americans with Disabilities Act (ADA)*

- FBLA meets the criteria specified in the Americans with Disabilities Act for all competitors with accommodations submitted through the conference registration system by the registration deadline.

### *Recording of Presentations*

- No unauthorized audio or video recording devices will be allowed in any competitive event.
- Competitors in the events should be aware FBLA reserves the right to record any presentation for use in study or training materials.

### *Penalty Points*

- Competitors may be disqualified if they violate the Competitive Event Guidelines or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late for their assigned presentation time.

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### Computer Game & Simulation Programming Presentation Rating Sheet

Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
<b>Concept &amp; Design</b>					
Game addresses all parts of the prompt	<i>Concept and/or topic are not addressed</i>	<i>Concept and/or topic not fully developed</i>	<i>Fully addresses the concept and/or topic</i>	<i>User with no knowledge of the concept and/or topic can identify it based on use of project</i>	
	0 points	1-8 points	9-12 points	13-15 points	
Game rules are well-defined and clearly explained	<i>Rules contain substantial errors affecting game play</i>	<i>Rules contain errors that have minimal impact on game play</i>	<i>Rules are error free as discovered through basic game play</i>	<i>At least one advanced rule feature available</i>	
	0 points	1-2 points	3-4 points	5 points	
Game is challenging, but can be completed	<i>Game is overly simplistic and/or cannot be completed</i>	<i>Game can be completed but is simplistic</i>	<i>Game is challenging and can be completed</i>	<i>User can navigate the game with rules as defined and several outcomes are available for completion</i>	
	0 points	1-2 points	3-4 points	5 points	
<b>Implementation</b>					
Describes programming languages, graphic design tools, game engines or other software used	<i>Program documentation not provided</i>	<i>Program documentation contains errors</i>	<i>Program documentation is error free</i>	<i>Program documentation invites use of advanced features</i>	
	0 points	1-2 points	3-4 points	5 points	
Graphics and game assets are appropriate for concept and/or topic	<i>No graphic design principles applied</i>	<i>Graphics are distracting/busy</i>	<i>Graphics are appropriate for the concept/topic</i>	<i>Graphics enhance the user experience</i>	
	0 points	1-2 points	3-4 points	5 points	
Graphics and game assets are consistently applied	<i>Graphics &amp; assets not available</i>	<i>Graphics &amp; assets not consistent</i>	<i>Graphics &amp; assets consistently applied</i>	<i>Graphics &amp; assets consistently applied and enhance the user experience</i>	
	0 points	1-2 points	3-4 points	5 points	
Graphics and game assets are visually appealing and engaging	<i>No design principles applied</i>	<i>Color, contrast, background, typography, sound and design are distracting or busy</i>	<i>Color, contrast, background, typography, sound, and design are appropriate for the concept or topic</i>	<i>Color, contrast, background, typography, sound, and design enhance the user experience</i>	
	0 points	1-2 points	3-4 points	5 points	
<b>User Experience</b>					
Title screen functions and provides clear instructions	<i>No title screen provided</i>	<i>Title screen has limited instructions and/or functionality</i>	<i>Title screen functions and provides clear instructions</i>	<i>Title screen provided, but allows user to execute without instructions</i>	
	0 points	1-2 points	3-4 points	5 points	
Users can easily navigate between pages	<i>Experience intended for the game is not defined</i>	<i>User can navigate the game but experience and purpose are not defined</i>	<i>User can navigate and complete the game following the rules</i>	<i>Game includes an operating multi-player function</i>	
	0 points	1-6 points	7-8 points	9-10 points	

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Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Game controls and mechanics are intuitive	<i>Controls &amp; mechanics aren't present</i>	<i>Controls &amp; mechanics not fully present</i>	<i>Controls and mechanics are intuitive</i>	<i>Controls and mechanics are intuitive and enhance the user experience</i>	
	0 points	1-6 points	7-8 points	9-10 points	
<b>Presentation Delivery</b>					
Statements are well-organized and clearly stated	<i>Competitor(s) did not appear prepared</i>	<i>Competitor(s) were prepared, but flow was not logical</i>	<i>Presentation flowed in logical sequence</i>	<i>Presentation flowed in a logical sequence; statements were well organized</i>	
	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates self-confidence, poise, assertiveness, and good voice projection	<i>Competitor(s) did not demonstrate self-confidence</i>	<i>Competitor(s) demonstrated self-confidence and poise</i>	<i>Competitor(s) demonstrated self-confidence, poise, and good voice projection</i>	<i>Competitor(s) demonstrated self-confidence, poise, good voice projection, and assertiveness</i>	
	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates the ability to effectively answer questions	<i>Unable to answer questions</i>	<i>Does not completely answer questions</i>	<i>Completely answers questions</i>	<i>Interacted with the judges in the process of completely answering questions</i>	
	0 points	1-6 points	7-8 points	9-10 points	
<b>Staff Only: Penalty Points (5 points for dress code penalty and/or 5 points for late arrival penalty)</b>					
<b>Presentation Total (100 points)</b>					
Name(s):					
School:					
Judge Signature:					Date:
Comments:					