**Interactive Application & Video Game Development Feedback**

1. What are we trying to test with this contest?
	* The competition follows the parameters outlined in the standards and competences found on pages 5-6 in the Technical Standards: Judging criteria will be general in nature and will be done from the completed concept art/storyboard, demonstrated sample or prototype, any written and video submission, resumes, exam scores and interviews with the judges. Specific criteria may be based on the demonstration of competency in the elements of conceptualization, design, artwork, content creation, gameplay, or effective simulation, programming effectiveness, user-interface design, implementation, functionality and performance on the target platform.
2. Are game engines allowed? (Unity/Unreal) Yes
3. Are purchased assets allowed from an asset store? The technical committee’s feedback is that each team can earn points for their original game development and creation of game assets. If a purchased asset is used then the team is responsible for documenting/crediting the source within their affidavit (page 2 from technical standards). The committee wished to stress that there is no benefit to purchased assets as a team would not earn points for technical skills/code development for a purchased asset. They are judged and earn points for their original work.
	* Page 2 from technical standards: A loose-leaf affidavit signed by all team members on 8.5"x11" paper, countersigned by their school’s administrator and instructor or SkillsUSA advisor, stating the team submission is original work created by the team members during the current school year. Credits for any students assisting in the project should be listed along with detail on the work they performed.
4. How is a 2D game going to be compared to a 3D game to a VR game? A couple of examples they gave for context on this question is how a game can come in created in Scratch (little league field) and another using Unreal (major league field). Another example was of a team creating a technically stunning Java version of Chess and another team creates a beyond mediocre 3D game using the Unreal Engine so it looks fantastic.
	* The selection of software is part of each team’s strategy. In the examples provided here each requires an increasing level of technical skill. As the original work produced can earn points in the technical skills/code development demonstrated a team should select the software that showcases their creative ability in each of the elements of conceptualization, design, artwork, content creation, gameplay, or effective simulation, programming effectiveness, user-interface design, implementation, functionality and performance on the target platform.