

Official Spring Programming Competition (2011)

Document Revision 2011.1 (Last Edited: 3/9/11)

Introduction:

This document describes the rules of the joint spring programming competition held by United-TI, Revolution Software and Maxcoderz. We hold the rights to change this document at any time, for any reason. This document may not be changed without permission from United-TI, Revolution Software or Maxcoderz.

This document is written for anyone who is participating in the joint spring programming competition or considering entering.

Rules:

Staff members from all three parties involved will regulate the contest. Any staff member of the three parties may not participate in the contest.

Responsibilities Include:

- Approving or rejecting final entries that meet or fail to meet the requirements.
- Scoring each entry individually from one another.
- Answering questions from participants.
- Handling of any issues regarding the competition.

Prizes:

The first place prize will remain unannounced until word is received from potential sponsors (or April 15th).

In order to receive the first place prize the winner must be a student at or under the age of 25.

The second place prize will be \$40 USD or your country's equivalent delivered via PayPal. (We will not pay any non-domestic Pay Pal fees or any conversion fees)

The winner of the first place prize must reside in the United States including Hawaii and Alaska. This is due to international shipping and customs.

Requirements:

- The Game:
As by popular vote, all participants must create a game of the Trading Card Game type.
- Language:
The final entry can be written in BASIC, Hybrid-BASIC meaning anything created with the aid of AXE, xLib or Celtic, or assembly language. The required shell must be documented if needed.
- Platform:
The final entry must be for one of the following calculator models: Ti-83, Ti-83+, Ti-83+ SE, Ti-84, Ti-84+, Ti-84+ SE
- Pre-Existing:
A project prior to this contest that has been released, distributed or that has it's own thread already will not qualify as a valid entry.

- Releasing Information:
You are prohibited from posting any information or screenshots outside of your created contest thread found in the Programming Competition forum.
- Deadline:
The contest ends on June 6th, 2011 at 23:59 (MST). No entries will be accepted after this time.
- Packaging:
The final entry must be uploaded in a compressed .ZIP, .TGZ, .7z or .RAR file to your created contest thread found in the Programming Competition forum.
Packaging must include:
 - The compiled binary used to run the game.
 - The source code used to compile the game.
 - The Readme.txt file(see below)
- Readme.txt:
This file should be formatted in ASCII Text (No html, rtf, etc.)
This file must contain the following:
 - Any code or routines that were taken or used and from whom.
 - The Author, URL, and Program Name or Program Library should be listed for all source code used from another source.
 - Your United-TI, Revolution Software, or Maxcoderz forum username.
 - What platform the entry is for
 - Any shells or NOSTUB environment specific to your entry
 - Any other information you feel is needed for us to judge your entry. I.E. keys used for playing, issues/bugs, etc.
- Routines:
Each game is allowed to use routines for greyscale, hit detection, etc. that was written by another author, as long as credit is given to them. To use their routines you must have permission.
GNU, GPL, and other Open Source routines will be accepted.
You are allowed to use routines from programming libraries as long it comes with the shell or hybrid-basic program. (I.E. You can use any ION Routine - if your program uses the Ion shell!)

- Rejections:
We reserve ALL rights to reject ANY entry for any reason. Should your entry be rejected, the judges will indicate the reasoning pursuant to these rules. Any entry of the wrong genre will be rejected.

Judges:

- Jon Johnson (AlienCC)
- Justin Birkhofer (NETWlzz)
- Travis Supalla (Madskillz)
- Robert Kuhfß (Nanowar)
- Kalan Scallan (kalan_vod)
- Ben Ryves (benryves)
- Patrick Prendergast (tr1p1ea)

Judging & Criteria:

United-TI staff, Revolution Software staff and Maxcoderz staff will judge all entries in the contest.

Entries will not be judged prior to the submission deadline (June 6th, 2011), even if they are submitted early.

Each entry will be tested twice, once on a real TI device as the same model recommended by you, and once in WabbitEmu, each time using the shell or NOSTUB environment specified in your Readme.txt. When an entry is tested the emulator will be reset and the calculator will have its RAM cleared between each entry.

Each entry will be judged against a scale of 100 total points in the following sections:

- (10 Points) Game meets requirements and follows these guidelines.

- (10 Points) Gameplay is smooth and flows Nicely. Good control and movement.
- (10 Points) Game is stable and does not crash. Calculator is left stable when game is done and program exits.
- (10 Points) Graphics are appealing and are easily decipherable.
- (10 Points) Entry contains complete documentation including instructions and source code.
- (10 Points) Going further than expected...(Greyscale, sound, animation/effects, twist on the genre)
- (10 Points) Re-Playability (More points based on things like different AI types, extra/unlocked cards, etc.)
- (10 Points) Functionality, game functions like it is supposed to and follows the trading card game genre.
- (5 Points) Game has a well-designed menu system. (Easy to navigate)
- (5 Points) Game is easy to install. The fewer steps the better.
- (5 Points) Size of the entry. (Points based on memory size 1 for an extremely large program like 3 app pages, 5 points for 9000kb and under)
- (5 Points) Game has the ability to accurately save/load games.

The Entry with the highest total score will be declared the winner.

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