IEEE GameSIG Intercollegiate Game Showcase 2015

Game Overview: <Game title/team name here>

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| --- | --- |
| One-Sentence Description |  |
| List of Team Members and Their Schools |  |
| Target Platform and Audience |  |
| One-Paragraph Summary of Gameplay and Objectives |  |
| Key Features |  |
| Thumbnails of Game Art |  |
| Third-Party Credits |  |
| Faculty Member Name & Contact Information |  |
| YouTube Link |  |

Submitted by: <insert contact name and email and optional phone number here>

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Game Overview: Example: How To Fill Out This Form

|  |  |
| --- | --- |
| One-Sentence Description | This is the elevator pitch: a single sentence that captures the game concept and why someone would want to play it. |
| List of Team Members and Their Schools | List each team member with the name of the school that they attend. Note that at least two thirds of team members must be currently enrolled undergraduate or graduate students at participating colleges and universities. |
| Target Platform and Audience | Windows PC, Macintosh, iPad, iPhone, Android Phone, Windows Phone 7, Xbox 360, Wii, etc.  "Children of all ages", "Sports fans", "Puzzle enthusiasts", "Female gamers", etc. |
| One-Paragraph Summary of Gameplay and Objectives | Explain clearly and very concisely what the player is trying to do and what the experience of playing the game is going to be like. For example, "this is a 2D scrolling game where the player runs and jumps among multiple moving platforms collecting powerups and avoiding five different types of enemies, including X, Y, Z and a huge end-of-level Boss. The goal is to collect bonus coins and defeat the Boss in the least time possible." |
| Key Features | * Ten levels of increasing complexity * Fifteen different power-ups * Unique musical theme on each level * Night and Day options |
| Thumbnails of Game Art |  |
| Third-Party Credits | Game Engine: Unity 3D. Background music: “Spooky Loop” from Freesound.org. All tile textures from OpenGameArt.org. Be absolutely sure to give credit to all externally-obtained components used in creating your game. Do not provide license text. |
| Faculty Member Name & Contact Information | One faculty member's name, email and phone number must be included here. |
| YouTube Link | This must be a link to a video demonstration of the product which will not be modified after this document is submitted. |

Submitted by: <insert contact name and email and optional phone number here>

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