

## DXC Codes – 2018 challenge rules

*All players must adhere to the challenge rules.*

Projects with minor breaches may be evaluated and considered for a small “special mention”, but may not be selected as a local winner or progress to global championships. These issues are:

- A team competed with less than 3 players
- One or more players are 15 years of age or older
- The delivered program missed one or more challenge requirements

Projects with major breaches to the rules will not be evaluated and are not eligible for any prize or special mention. These issues are:

- Project submitted after April 27<sup>th</sup>, 2018 (no exceptions)
- Scratch code edit date is past April 27<sup>th</sup>, 2018
- Plagiarism is discovered
- Other confirmed material breach of the published rules

**1. Team size.** Each team must comprise exactly 3 students. All team members are expected to contribute substantially to the implementation of the game, though it’s understood that each team member may have a specific specialization on the team.

For example, two team members might be the primary coders, while the third team member primarily works on graphic and sound design; or perhaps all three team members might be coders – it’s up to the team to decide how to divide the effort.

**2. No duplicate membership.** Each student may be a member of only 1 team. A contestant cannot be on more than one team. Note that coaches are allowed to coach more than one team. Each team can submit only one project

**3. Changing team membership.** Once the contest start date has occurred, team membership cannot change. Before the contest start date, it’s okay if the team membership changes. Team names cannot be changed after registration closes.

**4. Participant Age.** For purposes of determining which division a team competes in, the age of the team is the age of the oldest student on the team. Students who are 12 years of age may participate in either category.

If requested, winning teams will provide proof of age identification.

**5. All the design and implementation must be done by the team members.** While teams may use artwork, sound, and music for other sources (as described below), all code and designs used in the team’s project must be original to the team. The team may not use code or designs written by others. For

example, the team may not use code written by coaches, parents, teachers, other students, or code obtained from the Internet.

**Use of Internet artwork, sound, or music.** Teams may use artwork, sound, or music downloaded from the Internet as long as the items are (1) appropriately licensed, and (2) credited in the game description. Examples of appropriate credit verbiage would be: “Backdrop images were downloaded from freeimages.com” or “Background music was downloaded from royaltyfreemusic.com”. Teams should not use copyrighted materials, such as songs from iTunes, or images from Getty.

**6. Coaches.** Optionally, each team may have an adult coach (teacher, parent, etc.). An adult coach is not required to participate.

Coaches or other adults may not write code or help with game design. Coaches may engage in supporting activities such as: teaching programming skills; teaching game design, implementation, and testing principles; teaching students how to use graphics, sound, and music software; engage with the team in question/answer sessions that promote new ideas; handle team logistics; provide feedback to the team about where the team should be putting more time and energy in their project; remind teams about the contest rules, and provide feedback on how well the game adheres to the rules and scoring criteria.

**Summary:** a coach cannot help develop the game. The coach can ensure that the team is well equipped with the knowledge and skills needed to develop their game.

**7. Remixes are not allowed.** If a team’s final submission is a remix, it must be a remix of a project that was started by this team after the start-date of this competition. A team cannot submit a project as new if it is merely a remix of a project from other developers. Direct copy of another person’s code is not allowed.

**8. Project Submission.** All projects globally are due no later than April 27<sup>th</sup>, 2018. Projects can be submitted as early as April 13<sup>th</sup>, 2018 (and can still be edited up to April 27<sup>th</sup>, 2018).

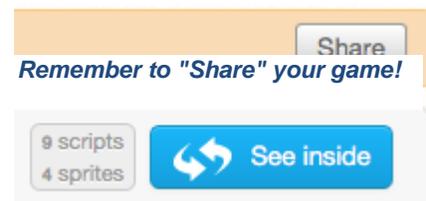
- **Late projects will not be accepted for any reason.**
- **Projects with an edit date after April 27<sup>th</sup>, 2018 will be disqualified.**

**Submission process.** Details on how to submit projects will be posted on [dxc.technology.com/dxccodes](http://dxc.technology.com/dxccodes) early in April 2018.

### Important Notes!

**Game testers.** Team are encouraged to have friends, family, teachers and coaches play their game during development and provide feedback regarding game quality possible improvements. Game testers should not perform any game design or implementation activities themselves.

Teams are reminded to ***ensure that their game is properly “shared” to the public*** so that the DXC evaluation team will be able to play your game. Projects without public access will not be evaluated.



**Offensive content is not allowed.** Offensive content is not allowed in the game, code, comments, description, artwork, sound, or music. This includes obscene language, vulgar content, or content that is insensitive to issues regarding race, religion, gender, age, or abilities.

**Intellectual Property and Privacy rights.** The game belongs to the team members. Neither DXC nor the DXC Foundation make any claim to the Intellectual Property (IP) developed by the team.

**Publicity, Marketing and Communications.** Teams agree upon submitting their project to allow DXC and the DXC Foundation to publish their name, project and photographs in social media, DXC website or other communications.

**Conflicts of Interest.** Awards or prizes are not intended to finance any future activity of awardees. conditions are imposed on use of prizes. Winners are responsible for any tax implications in their country resulting from awards.

Participants may be related to DXC employee volunteers, and their participation is welcome. In the occurrence an evaluator is related to a participant in a contest, the evaluator will disqualify themselves from evaluating that project.

Awards or prizes will not be given to any individual who is related to any substantial contributor, officer, or board member or disqualified person or insider to the DXC Foundation.

*Questions?* Contact us at [dxcgivesback@dxc.com](mailto:dxcgivesback@dxc.com)

Stay tuned on [dxc.technology/dxccodes](https://dxc.technology/dxccodes) for more information!