

## DXC Codes – Junior / Category 1 challenge



### For students aged 10, 11 and 12 years old as of April 27th, 2018

Using Scratch, write a video game in the style of a closed-world 2-dimensional (2D) “**platformer**”.

- ✓ A “platformer” is a game like Mario Brothers, Donkey Kong, Sonic, Spyro, Crash Bandicoot, etc. In a 2D platformer, a game character traverses a 2D environment to reach a goal by overcoming obstacles and adversaries. (These games are considered “closed world” games since the obstacles that the player must overcome are encountered in a linear, storytelling fashion – as opposed to an open-world game which allows for open-ended exploration of the game world.)
- ✓ Any game in which the player overcomes obstacles or adversaries while traversing a 2D environment to reach a goal will qualify. You do not need to restrict yourself to just “jumping” games.
- ✓ Game designs that are innovative and original are preferred. In other words, re-creating Mario is impressive, but inventing your own design is even more impressive!
- ✓ The game will be 2D, not 3D. Scrolling can be side-to-side, up-and-down, or both.
- ✓ The video game will be a one-person video game, not a multiplayer video game.
- ✓ Game-play should be smooth, with responsive player controls. A game that is frustrating to play due to unresponsive controls will not score high in the evaluation. Make sure that the game is “fun to play.”
- ✓ Scratch code can be completed in the language of your choice. Comments, instructions and other relevant communication to the player must be translatable into English for a project to progress to the championship
- ✓ Where keyboard commands are used, use the following keyboard mapping as the default settings for your game. (Your game does NOT need to use all these commands, but IF it does use this map):
  - [right arrow] – move right
  - [left arrow] – move left
  - [up arrow] – climb up
  - [down arrow] – climb down
  - You may also map the above commands to the ASDW keys as well, if you wish
  - [space] – jump
  - [shift key] – for running
  - [control key] – for crouching or sneaking
  - [F] – should be used for primary interactions with items in the game, or for firing a weapon
  - [E] – should be used for secondary interactions with items in the game
  - Alternatively, you may use mouse-clicks for interactions

Of course, your game can use additional commands of your own invention as well.

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