

DXC Codes – Senior / Category 2 challenge



For students aged 12, 13 and 14 years old as of April 27th, 2018

Using Scratch, write a video game where the player is playing a team sport with a moving object (a ball, puck, frisbee, etc.)

Examples: fütball/soccer, football, tennis, rugby, baseball, cricket, basketball, frisbee, ice hockey, etc.

- ✓ The video game will be a one-person video game, not a multiplayer video game.
- ✓ Teams may modify the rules of their chosen sport as required
 - Rules on how to play your version of the game must be clear
- ✓ Teams may create unrealistic scenes (e.g.: 3-player basketball played by dinosaurs on Mars).
- ✓ The game can simulate all or a single aspect of an actual sport, or be an invented game by your team
 - For example, your game could be a soccer game that's only about penalty kicks, or a game that's only about goalkeeping, or only about tackling.
- ✓ Other than the player, your game will have at least one game character (more than one is fine) controlled by one or more Scratch scripts, who behaves in a sensible way to prevent the human player from winning the game.
 - A key part of this challenge is to program logical and challenging opposing player(s)
- ✓ The video game does not need to be an "overhead" view of the sport's field/court; you are free to implement the sport however you like.
- ✓ 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