# Donkey Kong or Frogger-like Game Programming Contest
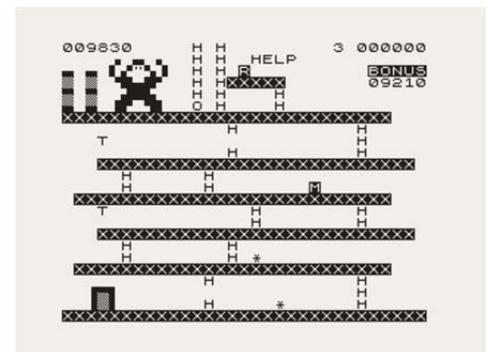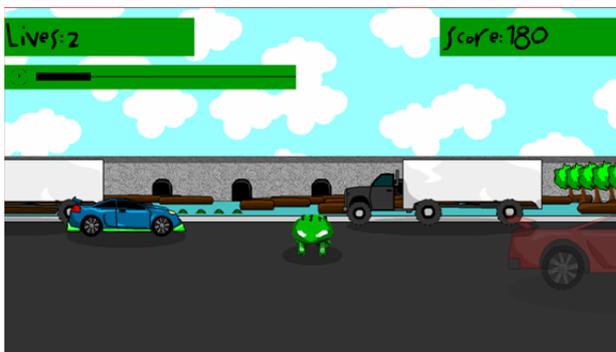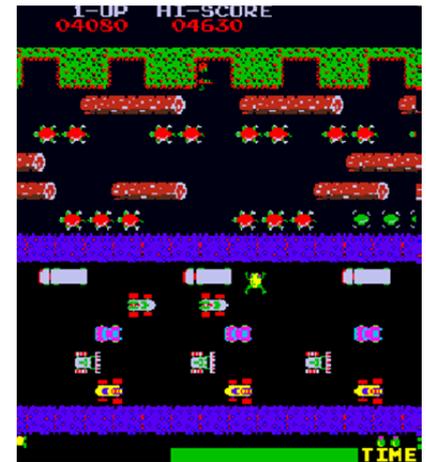

En 1981 Nintendo released Donkey Kong, one of the most remembered video games, the first one of the platform genre, and where, for the very first time, we can find a well-known plumber who will be named Mario in later games. In the same year Konami releases another classic game, Frogger, whose original goal was to help a frog to cross a road and a dangerous river, and that is considered by KOV as one of the best ten games of all times. To celebrate their 30th anniversary, and as one of the events at RetroMañía 2011 (http://www.retroaccion.org/retromania-2011), we have called an international contest of programming a Donkey Kong or Frogger-like videogame. Games programmed do not have to be exactly as the original ones but follow their main idea. For example, a Space Invaders-like game, where the defending ship is a gorilla character that "fires" barrels against hordes of invading plumbers will not be accepted.

Programming

- The game can be programmed in and for any software and hardware environment (Windows, Linux, Java, ZX Spectrum, PlayStation 3, Wii, mobile phone, etc.). In any case, participants must provide all the needed elements (emulators of the chosen environment, etc.) to allow the panel to evaluate their works on a Windows PC and be ready to assist the panel in case games cannot be executed due to technical problems.
- Each participant team may be composed of a single or many persons (without any limit to the team size).
- To guarantee fair play, each participant team should deliver at least three releases of the game they are programming in different stages of its development, the last release being the definitive one that will be evaluated by the panel. Each release must be different enough from the previous one to make clear that it is a non-trivial evolution. Together with each release delivered, they must include (in addition to all that is necessary to be able to run it) the source code and a text file with the following information: game title, instructions to install and run it, user manual, features not implemented yet, programming team and names of its members, and email address to contact them. Both the two intermediate releases and the definitive one will be emailed to concursoProg@retroaccion.org.
- There will be two ways to participate:
    1. "Pre-RetroMañía" category
        - The deadline to deliver the final release of the game is Monday Nov. 7, 2011, 9:00 am.
    2. "In live" category
        - The game must be programmed during RetroManía 2011, beginning the design and coding on Monday Nov. 7, 2011, and emailing the final version to concursoProg@retroaccion.org at the latest on Thursday Nov. 10, 2011, 9:00 pm. In this category, it is mandatory to spend two hours daily, from Monday to Thursday, programming the game in public in the venue for RetroMañía (Ada Byron building, Escuela de Ingeniería y Arquitectura, Zaragoza); the exact place will be specified on Monday 7 but each participant must bring whatever he or she needs to develop the game. Of course, the game development can continue in private.
        - In case the contest panel suspects that the game programming did not start from scratch that Monday, the participant team will be disqualified immediately.
        - Those who want to participate in the category "In live" must send an email to concursoProg@retroaccion.org before Saturday Nov. 5, 2011, 9:00 am, declaring their intention and their possible schedule in which they can program in person (at least 2 hours daily, from Monday to Thursday, in the interval between 10:00am-9:00pm).
        - Those games which are not finished 100% when the deadline arrives will be accepted for the contest as they stand.

Evaluation

- The games presented to the contest will be evaluated by a specialized panel, composed of several member of RetroAcción and the guests of RetroManía 2011, which will select the winners of each category. The decision of the panel is final. The panel reserves the right to declare that a certain prize will not be awarded.
- The panel will consider the presented works from many points of view: originality, playability, graphics, music and fx, different play modes, difficulty using the chosen programming language and target hardware (it is not the same to program in Python on a PC than in assembler on a ZX Spectrum), level of debugging, as well as the global result. In any case, the technical superiority will never count more than the originality, imagination, and playability.
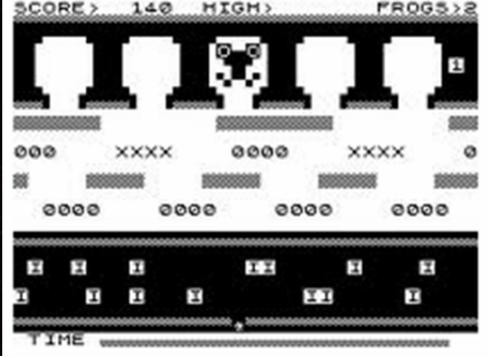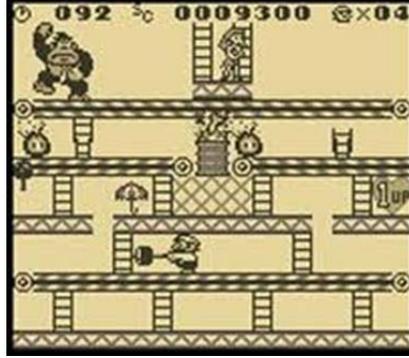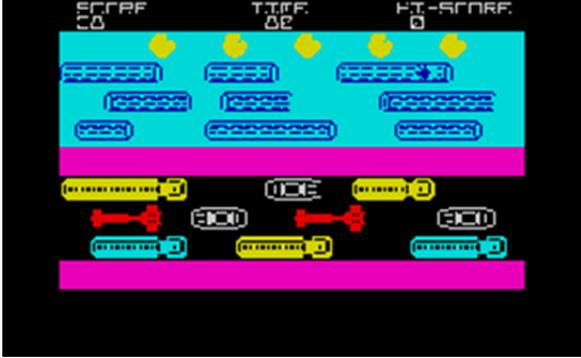
Prizes

"Pre-RetroManía" category	"In live" category
• First prize: 150€ + RetroManía 2011 prize pack • Second prize: 80€ + RetroManía 2011 prize pack	• First prize: 150€ + RetroManía 2011 prize pack • Second prize: 80€ + RetroManía 2011 prize pack

The decision of the panel will be made public in the Salón de Actos of the Ada Byron building at the Escuela de Ingeniería y Arquitectura, University of Zaragoza, on Friday Nov. 11, 2011, 6:00pm, and it will be emailed to those winners who cannot attend the event (in such a case, their prizes will be shipped during the next week).

Legal issues

- Using third party elements is allowed but, in that case, participants must include a document describing the list of third-party elements (code, tools, frameworks, libraries, pictures, sounds, videos, etc.), that have been used in the game, even if they are open source.
- Participant games must not be published in any media before the contest finishes and the winners are announced publicly on the RetroManía 2011 website. Not fulfilling this will be reason for an immediate disqualifying.
- RetroAcción reserves the right to publish on its website all the information needed to allow visitors to play the participant games, or at least to watch a game video (it is responsibility of participants to communicate to RetroAcción about not allowing the publishing of the game itself but just a game video). Under no circumstances the source code will be published by RetroAcción. Participants will own the intellectual property of their works according to Spanish laws.
- The rules of the contest could change due to reasons beyond the panel's control. Any change will be published on http://www.retroaccion.org and communicated to any known participant.
- For any further questions about this contest, please email concursoProg@retroaccion.org.