



Oregon Game Project Challenge Oregon's Third Annual Youth Game Programming Competition

2010 Challenge Information

Health and Wellness Theme

The 2010 season of the Oregon Game Project Challenge will feature a **health and wellness theme**. Team members should research health and wellness issues and use what they learn to design a game. Teams should seek out resources on one or more of the following topics related to health and wellness:

- Fitness and Athletics
- Healthy Eating and Nutrition
- Disease Prevention
- Sleep
- Stress/Stress Management

Teams do not have to research all aspects of these issues. They should, however, gain a general familiarity with the issues and opportunities **before** they begin designing their game. After some initial research, teams are **strongly encouraged** to focus on **one** topic area within the health and wellness theme.

The goals of the game should be for it to be engaging, challenging and fun while encouraging the player to think about the health and wellness issue that the team has decided to highlight in its entry.

As discussed in chapter 5 of *The Game Maker's Apprentice* by Habgood and Overmars, there are approximately five general genres of computer games:

- Action games
- Simulator games
- Strategy games
- Adventure games
- Role-playing games

While not all of these genres are equally supported by a gaming tool kit, such as Game Maker XNA Game Studio Express, Torque, Kodu Game Lab, etc., there are many possibilities for applying your team's health and wellness theme to these general computer game genres.

New this year is our "Open Division" in which teams can compete using any platform of their choosing.

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