



2.0

**Oregon Game Project Challenge 2:**  
*Oregon's Second Annual Youth Game Programming Competition*

Sponsored by

In affiliation with

In affiliation with



## Challenge Information

### Water Resources Theme

The 2009 season of the Oregon Game Project Challenge will feature a water resources theme. Team members should research water resource issues and use what they learn to design a game. Teams should seek out resources on one or more of the following

- The cost and availability of clean water in Oregon and other parts of the world.
- The challenge of managing storm water runoff.
- The environmental impact of our use of water including domestic, industrial, and agricultural use of water.
- Possible innovations in the sourcing, treatment and conservation of water today or in the future may
  - Cost less
  - Increase availability to growing populations
  - Have less environmental impact

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. The goals of the game should be to be engaging, challenging and fun while encouraging the player to think about water resource issues and their possible solutions.

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 Game Maker, there are many possibilities for applying the water resource theme to these general computer game genres.