

# GAME & SIMULATION AT CAS

## SITUATION

**Tencent Holdings Limited has left the video game industry and now the remaining companies are vying to control the industry! Test the strength of your company and individual game development skills to try to prove your company and division is the best!**

## RULES

The rules for how many times a Badge can be earned will depend on the kind of badge, how many times have you earned the badge, etc., I go into detail in the Badges section.

You can't be a butt (rude towards other players and or not showing sportsmanship. This is for fun).

Each player must cooperate with their division (group) and company (period).

No cheat codes.

## LEADERBOARDS

There will be four different sets of leaderboards. One ranking the companies (periods) as a whole against each other, one ranking the individuals in their respective companies against everyone else in that company, one ranking the individuals against everyone in all three companies, and one ranking the members of the divisions/departments in each company against the rest of that respective company. You can opt-out from the individual leader board rankings if you wish- see Dr. Kirk to do so.

### Leaderboards

1. Companies (periods)
2. Divisions/Departments (groups of 5)
3. Individuals (from all three companies)
4. Individuals (only listed with others from their own company)

The rankings will be based on XP. Each individual's XP is added towards their division and company. Say, SONY had 200 XP total, and a division in that company had 20 XP, before one of their members, Sharon, earned an extra 5 XP, giving their division 25 XP and their company 205 XP.

Each company's XP can be raised or lowered at any time if each company does not have the same number of players participating.

## LEVELS

To level up the first time, the player has to earn 50 XP. In order to level up every time after that, the player has to earn how much XP it took to level up to their current level plus 25. So to get level 1, the player must earn 50, then to level 2, 75, then 100, etc.

Level 1 (50 XP) - Entry Level QA Tester  
Level 2 (75 XP) - Game Designer  
Level 3 (100 XP) - Lead Designer  
Level 4 (125 XP) - Project Manager  
Level 5 (150 XP) - Creative Director  
Level 6 (175 XP) - Chief Executive Officer (CEO)

Chief Executive Officer is the highest level/title but you can continue to accumulate points.

## XP

The XP earned through the badges will grant the player access to any reward that the card specifies, if specified, plus an XP bonus depending on how quickly the badge was earned and how much XP it was. There shouldn't be a bonus for a card easily obtained/able to be normally achieved in a day.

## RESOURCES

See the badge descriptions to see your options. Other resources may follow.

## BADGES

Remember when I said I'd go into more detail about how the badges work? This is exactly that. ^^

### STARTER BADGES

Self-explanatory. Players only gain these badges once at the beginning of the game (school year), and cannot be earned later on.

### LEADER BADGES

The same Leader Badge can only be earned a limited amount of times. The limit depends on the badge itself. If it's a badge that can easily be exploited by offering max XP (15), only allow each player to earn it three-five times (depending on how difficult it is to earn said badge).

## MINI BADGES

This type of badge can be earned up to 10 times (depending on the badge- only badges 5 points or less). Keep in mind the limit, especially if it offers the max XP (10) to prevent exploitation of the system. Mini badges worth more than 5 points can be limited by the teacher at any time but to start we'll put the limit at 3 times per year. Participation mini badges (worth 1 point each) can be earned each day. Mini badges earned for game tournaments will only be earned during official class tournaments- not just game play Fridays.

## SIDE QUESTS

Players can only complete a specific Side Quest once. If the player decides to complete the same Side Quest more than once, they will only receive that badge once, regardless of the amount of XP the badge is worth. The side quest they choose must be good quality that took time outside of class to complete.

## NEGATIVE BADGES

Players earn this type of badge which removes XP from their overall XP for ignoring assignments, being a hothead, watching too many hours of unrelated YouTube, being rude, etc. It pays to work hard and be kind to others!

## BOSS LEVEL

Divisions will face against each other in their own company over large amounts of XP. These competitions can range from constructing a specific game to creating the best assets. It's somewhat like an Olympics. It challenges each division on everything that's expected in a decent game. The winning division in that company will receive a fixed XP boost and will be able to compete with the winning divisions from the other companies. The overall winning division will receive a bigger XP boost and earn a pizza (or some kind of relatively universally appreciated food stuff like that). The XP earned will not go towards individual scores but it will go to the divisions.

## WINNING CONDITIONS

To win this game, the player/division/company must have more XP than anyone else. There will be different awards for the winners of each section, but each award will be different, the grandest one going to the player with the highest overall XP.