

Interactive Application and Video Game Development
MO SkillsUSA 2022
Tool List

Supplied by Contestant:

- Working sample or prototype of an interactive application or video game
 - o All source files
 - o Any necessary software and hardware
 - o If necessary, another computer capable of reading, displaying and compiling the Game from their source files
- Multi outlet power strip with surge suppression
- Game Design Document
- Concept Artwork
- Code Examples
- Intro video
- Trailer video
- USB drive containing all digital files, including videos
- Proof of licensing for all commercial software used
- Affidavit (see contest specifications)

IAGD MO Discord Server Invite - <https://discord.gg/>

Pre-contest Meeting and Contest:

Date: Friday, April 8

Time: 8:00 a.m. – Completion

Pre-Contest Meeting Location: Information Technology Center (ITC) Room 105