



The Ubisoft Toronto NXT Showcase is an annual competition designed to showcase the talent of video game development students in Ontario and to help kick-start their careers in the industry by awarding apprenticeships to competition winners.

Last year's third annual competition featured over 80 submissions in the art and animation disciplines from students at 10 post-secondary schools across Ontario. Each year interest in the program has grown and we are excited to announce for 2017, the addition of programming and concept art competitions to the Ubisoft Toronto NXT Showcase.

### **Ubisoft Toronto NXT Showcase: Gameplay Programmer Apprentice**

The winner of the Gameplay Programmer Apprentice will spend the summer working with the studio's top programming talent as the Ubisoft Toronto NXT Gameplay Programmer Apprentice 2017.

### **Eligibility and Challenge Brief:**

To be eligible to make a submission to Ubisoft Toronto NXT Showcase, you must reside in Ontario, and currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2015.

Participants must create [a game of asteroids](#) using the tools provided. You have complete freedom to be creative, but the game should still fit the asteroids theme. Your entry must be entirely in C++.

We will provide you with a simple framework for drawing lines and an update loop supplying input from the player.

You will need [Microsoft Visual Studios 2015](#) in order to successfully complete this challenge.

This challenge must be done individually. Team based submissions will not be reviewed.

This is a technical and gameplay challenge – we will ignore artistic merit in the judging. We don't care about how your asteroid looks, but we do care about how it behaves. To this end, please only use lines.

The winner will be invited to attend the Ubisoft Toronto NXT Showcase VIP event on Thursday, April 20<sup>th</sup>, 2017. The event will be attended by some of Ubisoft Toronto's top talent where the winner will be announced formally alongside the winners from the Art and Animation competitions.

### **Deadlines:**

Pre-registration Deadline: Friday January 20, 2017, 11:59 pm EST

Pre-register by completing this [registration form](#) online.

Challenge Starts (Files available): Friday January 27, 2017, 5:00 pm EST

- Files will be available at <https://toronto.ubisoft.com/nxtshowcase>
- To unzip the file package, the password is 1234

Full submission Deadline: Sunday January 29, 11:59 pm EST

Complete this [submission form](#) where you will be asked to provide a link to your submission package. Please make sure your entry includes the following:

- Full name;
  - School;
  - Program;
  - Your brief biography;
  - Your résumé and cover letter;
  - The complete code to your game;
  - The link to a YouTube video of a play-through of your game in HD with a minimum resolution of 720p, highlighting the gameplay and technical features;
  - Demonstrate personal process/ how you make your choices;
    - A UML diagram of the structure of your game, highlighting the major classes;
    - A breakdown of the feature set with descriptions of techniques and processes used.
- **Documentation must be in PDF or PowerPoint format;**
  - **Code and documentation should be in a .zip file;**
  - **The entry package must be named as follows:**  
**NXTShowcase\_Programming\_FirstnameLastname**

Select candidates will be invited to the studio for an apprenticeship interview. Ubisoft Toronto will designate **5** finalists, dependent on the recommendations of the Ubisoft Toronto judging panel. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

### **Judging criteria:**

Three (3) judges will individually score the overall Entry Package and interview based on the following criteria:

**Technical Challenge (1-10):**

- Advanced and well-applied techniques
- Ambitious design

**Innovation (1-10):**

- Unique solutions to technical problems
- Interesting and effective gameplay

**Code Structure (1-10):**

- Clear and simple structures with thought for future expansion
- Self-documenting code with clear interfaces
- Well-managed memory and data flow

**Game Specifications:**

Go wild! Make a game that you enjoy playing. We've intentionally kept the rendering limited because we want to see how well you can control a gameplay space, rather on how good you are at drawing. Remember that modern PCs are way more powerful than the original Asteroids hardware. We're not looking for a clone of the original game.

- Your game has to compile and run
- Don't get bogged down with trivia, try to really push yourself
- Solo entries only, please; no teams

**Tips**

- How about some sort of physics simulation. Do you keep it simple, or go for more sophisticated behaviour? Do asteroids collide with each other?
- Think about the player controls. Asteroids was a pain to control (most people stayed in the centre initially). We've learnt a lot about controls since then.
- Maybe you could work on some interesting weapons. Quality rather than quantity would be best.
- What should the play area be? Does it wrap around, or scroll?
- What happens when you shoot an asteroid? How does it fragment? Could you do this procedurally?
- Don't limit yourself to the suggestions here. Remember we're looking for innovation.

**Prizes:**

- 1<sup>st</sup> Prize:
  - One (1) paid Programmer Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a length of three (3) months at Ubisoft Toronto studio, and is currently scheduled to begin June 5, 2017. Dates subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at approximately \$300
- Finalist Prizes:
  - One Ubisoft prize pack valued at approximately \$300

**Questions?**

Please don't hesitate to email us at [UbisoftTorontoNXT@Ubisoft.com](mailto:UbisoftTorontoNXT@Ubisoft.com)