



# Digital Game Design Showcase

*2019 Edition*

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## Regulations

### Eligibility Region

- BostonFIG Fest is open to worldwide submissions.

### Eligibility Criteria

Since there is no perfect criteria for what an “indie” game is, we will take submissions on a case-by-case basis and work with studios to determine what games make sense from a community standpoint.

- Only unpublished games, or games that have been released after October 2018 can be submitted.
- Games should be independently produced, though publisher funding/distribution is acceptable.
- Games that were submitted to BostonFIG Fest in any previous year **are eligible for submission**, but must demonstrate that they have undergone significant changes since the last submission. A brief gameplay video or screenshot(s) of the previous version must be provided for comparison.
- Games are not produced by a major publisher-owned studio; list of publishers [here](#).
- Games should include at least one finished, playable level (or have its core system in place so that curators can accurately understand your game's ambitions, mechanics, and gameplay).
- Game content and other materials are owned solely by the developer/designers or legal permission is obtained to use any other copyrighted material.
- Come ready to demo on your own hardware (or send someone who can) on September 14, 2019.

If you have any questions about the eligibility of your game, please contact [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

## Timeline

Phase 1	
March 1	<b>Submissions open.</b> Developers must submit an overview video of their project (details on the video below), <b>and</b> a working prototype of their game.
April 15	<b>Submissions close.</b> Curation begins. <b>Phase 1 will only be judged based on the overview video.</b> Each curator will fill out a short response survey created by the director of the category. The game's ability to meet the qualifications of the category will determine whether or not that game moves into Phase 2 of curation.
April 30	Finalists for the Showcase are identified and informed that they have been accepted. Developers who do not make it to Phase 2 are presented with a feedback sheet that will include advice and reasoning as to why their game did not make it based on their qualifications in their category.
Phase 2	
May 1	Curation for Phase 2 begins. <b>At this time, developers of accepted games will be allowed to submit an updated build.</b> Curators play finalist games and determine Showcase acceptance for each category as well as ranking for category awards.
May 8	<b>Developers' last date to submit an updated build.</b>
July 1	Curation ends.
Phase 3	
July 15	Developers are notified on acceptance into Showcase. All developers, accepted and rejected, will receive detailed feedback from curators that will include advice and feedback on their game based on their category. <b>Developers of accepted games will be asked to provide all final information necessary for the festival.</b>

<b>July 22</b>	Developers' last date to confirm Showcase acceptance/commitment. Award deliberation begins, for individual categories as well as Best in Show. Directors determine for their categories which game wins that category's award through feedback forms, internal discussion, and showcase acceptance.
<b>September 14</b>	Festival!

## Developer Submission Rules

### Video Entry:

- Includes at least 30 seconds of gameplay that is unedited, so that we can see your game in action. (Except for submissions to Multiplayer and Connected Gameplay, added VO or text is fine, if you need to explain something, but please, **NO** added music/FX/dialogue not in the game. For Multiplayer and Connected Gameplay games, we request no edits to your gameplay footage.)
- 2-3 minutes **MAXIMUM**, uploaded to Youtube/Vimeo with link to watch. Please make sure it is accessible to anyone with the link, even if you would like it not to be public. We will need to share it within the BostonFIG organization.
- Tell us about your game, and **WHY YOUR GAME FITS INTO YOUR CHOSEN CATEGORY.**
- You should also tell us **WHY YOU BELIEVE YOUR GAME IS COMPELLING.**
- Use this as an opportunity to introduce us to your game for the first time.
- Some guiding ideas that might help:
  - Give us a quick pitch of your game
  - Describe why your game is interesting and/or the design philosophy behind it
  - What does your player do and/or what is the player's goal?
  - Is there anything special about your game that other games don't do?
  - What is the future for your game?
  - If your game cannot fit this format please contact [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).
  - This video will **NOT** be judged on production quality.

### Build entry:

- Please provide a playable build, on as many platforms as you are comfortable with. This build should be **easily accessible**, either hosted on a server (Dropbox, Google Drive, etc.), or accessible via provided Steam/PSN/Xbox keys, web links, etc. We will not accept attachments via email. As with your submission video, we will be sharing your build within the BostonFIG organization, so do not strictly limit access to your build.
- If your game is a mod, or otherwise uses software separate from the game submission to run, you **MUST PROVIDE US ACCESS TO THAT SOFTWARE**. That may mean Steam keys, or --as may occur for the Experimental Game Design category-- an emulator, or something else.
- **If you are using TestFlight**, and therefore cannot provide a link to a build, you will be able to indicate that on the submission form.
- **We will NOT accept source code as a game submission**. This is beyond what we ask of curators, and we will turn away submissions that violate this rule.
- If you have a more complicated submission process that makes it difficult to download and install your game, please contact [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com) with your completed submission receipt along with any relevant information pertaining to your request.

#### **Category Selection:**

- You must choose a category upon submitting your game. Although a game may fit more than one category, we ask that you choose to submit to the one category for which you believe your game is best suited. We are only allowing a game to compete in ONE category. It is not permitted to submit ONE game to more than one category; the second entry will be ignored.
- If you have multiple games, you are welcome to submit them each, individually, as separate submission entries. You can submit more than one game to the same category, as long as each game has its own submission entry.

#### **Awards:**

- One game in each category will receive that category's award.
- ALL games submitted across ALL categories will be eligible for "Best in Show" and "Audience Choice Award."

#### **Game Quality and Production:**

- Your game doesn't need to be completed. Instead, it's fully acceptable for your submission to be a fully playable demo that clearly shows a vertical slice of your

intended end product. Your game **NEEDS** to run by following your instructions provided with entry. Curators are under no obligation to spend time troubleshooting your game.

### Category Cohesion:

- The most important thing is to attempt to convey why and how your game applies to the category you submitted to, especially in your overview video. If you can't justify how it fits, it most likely doesn't!

## Game Requirements per Platform

### To submit a Windows Game:

Your game must fall into the basic requirements of a computer running Windows 7+. If you are asking our judges to install unusual software that a game on Steam might not ask you to install, please check with the VP of Digital Curation, [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

### To submit an OSX Game:

Your game must run on a machine supporting OSX. If you are asking our judges to install unusual software that a game on Steam might not ask you to install, please check with the VP of Digital Curation, [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

### To submit an iOS Game:

Your iOS game must run on the most current version of iOS. As always, with iOS content, pay attention to iOS release candidates through your iOS developer program, and update your content accordingly. BostonFIG cannot and will not find older versions of iOS hardware and software to test your game on. We also cannot consider any content requiring a jailbreak. There are two manners in which BostonFIG will accept an iOS game for submission. The first is by sharing download codes for a game already on the App Store with BostonFIG. The second is through [Testflight](#). Ultimately, it is your responsibility as a developer to provision the devices of BostonFIG judges, and distribute them copies of your game. If you have any problems, feel free to contact the VP of Digital Curation, at [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

### To submit an Android Game:

Due to the fragmented nature of Android, and the wide range of devices available to our judges, it is impossible to firmly set guidelines for Android submissions. Android submissions will be taken on a per case basis, and BostonFIG promises you, we will make

all reasonable attempts to test your game. Generally speaking, a good place to start would be the requirements for the Google Play store, [available here](#). It's also a good idea to ask yourself if your game runs on the more common Android devices. The more common the devices your game supports, the better our chance to test it. Codes for games available in the Google Play store are preferred, though we will accept content you ask us to sideload if we have the hardware to run it. BostonFIG reserves the right to reject your Android submission for reasons of bugginess, incompatibility, or lack of access to supported devices. If you have any questions, feel free to contact head of Digital Curation, Shae, at [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

### To submit a game requiring specialized hardware:

BostonFIG will do our best to deal with games needing unusual, uncommon, or new hardware, such as the Oculus Rift, HoloLens, or a specialized controller. We ask you to identify the hardware necessary to run your game in your submission form. To make sure we can accept your submission, please contact the VP of Digital Curation, [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

### A note about bugs and compatibility:

Because BostonFIG is an indie game festival, we understand that many of our submissions will be from novice game developers and students. We will make all reasonable attempts to install your game, and understand that problems are inevitable in the process of judging your content. Making your content playable is the responsibility of the person submitting to BostonFIG, not the judges. In the case of such rejection, your entry fee WILL NOT BE REFUNDED. If your game is not accepted into BostonFIG Fest, your entry fee will also not be refunded, though your fee may be deducted from the price of a sponsor table, should you choose to pursue that route. If you have any questions, feel free to contact head of Digital Curation, Shae at [Shae@BostonFIG.com](mailto:Shae@BostonFIG.com).

## Materials Requested Upon Acceptance

Developers of accepted games will be asked upon notification of their acceptance to the Showcase to provide all final information necessary for the festival. We will be asking for this information on July 15th.

- Name of your game.
- Name of the team.
- Studio logo. If you have a studio logo, please provide one. It must be a PNG with the dimensions **372 x 178 px** (*If you do not have a studio logo, we will provide a BostonFIG placeholder logo with your studio/team name*).

- Game logo. If you have a game logo, please provide one. It must be a PNG with the dimensions **372 x 178 px** (*If you don't have a game logo, please inform us at this time*).
- Name of team lead who will be handling communication and check-in, and their contact information.

## Additional Information

The submission form will also ask for basic information, and include an area where further technical game information can be described. Submissions open March 1 and close on **April 15**. Fees for submissions are \$60.

The developers of the games that will move on to the 2nd phase will receive a notification by **April 30**. Decisions are final.

Developers of games that do not progress to the Showcase will receive 2 passes to the festival, and are eligible for a discounted sponsorship package if they choose to pursue a booth outside the Showcase.

## Prizes

Prizes in the past have ranged from hardware to software licenses to cash awards from sponsors. We'll know more about specific prizes when the awards get closer, since sponsorship for prizes has varied from year to year. In addition to expanding the great prizes, you will receive design feedback from professionals in the games industry, the chance to playtest your game with the visitors at BostonFIG Fest, and a wonderful opportunity to network with other aspiring game designers, artists, and other game aficionados.

## The Showcase

During the Showcase, the attendees of BostonFIG Fest will be allowed to play the games and vote on their favorites. If your game is available for purchase you may sell your game at your booth.

## Other Information

The intellectual property rights from the games will belong to the designers, independently of their places in the competition, and will be respected. If a designer feels harmed by the Jury deliberation or playtest teams, we remind that the game's quality remains subjective, and that the main goal of the Showcase is to create buzz around the indie game scene. If there are not enough submissions for the Game Design Showcase, the staff reserves the right to cancel the 2019 Showcase. The participation in the Showcase requires the full acceptance of this Regulation.



## Terms & Conditions

*By submitting this form, you agree that responsibility of getting a playable prototype to BostonFIG is up to you, and not the judges. You agree to be responsive to email, and you agree to correct issues in a timely manner. You understand that failure to correct problems can and will lead to your game being rejected from submission. You understand that in the case of such rejection, your entry fee WILL NOT BE REFUNDED. You also understand that if your game is not accepted into BostonFIG Fest, your entry fee will not be refunded, though your fee may be deducted from the price of a sponsorship package, should you choose to pursue that route.*

## Categories

### “Compelling Game Mechanics”

**Director:** Jim Beals

**Description:**

Many times while playing games, an experience comes along that seems to iterate on a pre-existing mechanic, creating a unique experience that breathes fresh life into a game genre. Others break the mold entirely with something revolutionary, marching forward to the beat of its own drum. The Compelling Game Mechanics category for the Boston Festival of Indie Games is searching for just that: a game that redefines and revolutionizes gameplay mechanics in such a way that creates a fun player experience and leaves the player coming back for more. If you feel your game has a unique gameplay experience, this category is for you!

**Examples of Games:**

World of Goo, Brothers – A Tale of Two Sons, Dishonored 2, The Room, Antichamber, Keep Talking and Nobody Explodes.

**This is the Category for You If ...**

... you would like your game to be judged primarily by its mechanics and the implementation of your gameplay experience.

### “Innovation in Art and Narrative”

**Director:** Adri Mills

**Description:**

The category for Innovation in Art and Narrative seeks to recognize games and interactive experiences that push the boundaries of telling a story, building a world, and engaging players emotionally, through the creative use of art and narrative. We're seeking

submissions where the art, narrative, or other creative aspects of the game are integral to the experience, or are applied in a novel and interesting way. This is a category for games pushing the boundaries of art and narrative in games.

**Examples of Games:**

Perception, Shrug Island, Vidar, Traitor Nightly, Emily is Away, Inside, Kentucky Route Zero, Undertale, Small Radios Big Televisions.

**This is the Category for You If ...**

... you would like your game to be judged primarily by its art, narrative, sound design, and/or other creative efforts.

## “Experimental Game Design”

**Director:** Sela Davis

**Description:**

The Experimental Game Design category seeks games that push the boundaries of what we consider to be games. Games that fit in this category may be avant-garde experiences, interactive works that don't follow traditional gameplay loops, or unusual interpretations of --or complete breaks with-- genre.

Innovation is a key factor, and submissions should be trying something new. Remember that every major genre was once considered "experimental." Games in this category may utilize new mechanics, or may blend familiar mechanics in new ways. Or there may be an element that leaves the player thinking about the experience long after playing. We want to see what you can do with game design when opting not to go down safe, well-traveled paths.

**Examples of Games:**

Ennuigi, Passage, Flower, Rez.

**This is the Category for You If ...**

... you would like your game to be judged on its risk-taking and genre-bending.

## “Multiplayer and Connected Gameplay”

**Director:** Jeremiah King

**Description:**

The Multiplayer and Connected Gameplay category seeks games that promote a shared experience with multiple people at its core. This includes both online and local multiplayer games. Local games include traditional, turn-based play by sharing a controller and simultaneous play by having multiple people play using the same controller or multiple

controllers at once. We are looking for games that are enticing to bystanders, encouraging those not playing to be a part of the experience. This can include the audience guiding the individual(s) playing, aiding the player(s) by sharing information, cheering for a close match, and anything else that can make a spectator feel invested in the game even if they aren't the ones directly playing it. Games designed with live streaming in mind that compliment game streaming culture are highly encouraged.

**Examples of Games:**

Towerfall, DayZ, Rocket League, Jackbox Party Pack.

**This is the Category for You If ...**

... you would like your game to be judged primarily by its multiplayer experience, both as a player and as a spectator.

**“Student Games”**

**Director:** Chris Maire

**Description:**

The Student Games category is seeking games from student developers using their time in academia to explore fresh ideas and nurture games that may or may not fit the mold of traditional commercial titles. This game may be the idea you had as a kid that you've still never seen before and now, finally, have the ability to make. It could be the result of the unique and diverse strengths of your student team, working together for the first time. Or maybe in your studies you found something subversive, risky, or strange you wanted to explore that challenges the perception of what a game is. Whatever the case, we want to see creative submissions that get us excited about the future of games!

We don't expect these games to be polished to perfection or bug-free; in fact, it's our hope that you've chosen experimentation over polish, so we'll give a little more leeway to games submitted to this category in that regard. Though of course, if you're able to craft a slick, professional user experience we'll certainly recognize that as well!

This category is only open to current students, at the graduate level or below at time of submission.

**Examples of games:**

Magic Moving Mansion Mania, Felongeist, Yesterday.

**This is the Category for You If ...**

... you are currently a graduate student or below!