



ALGOMA  
university



Sault College



SAULT STE. MARIE  
INNOVATION  
CENTRE



THE ONTARIO  
TRILLIUM  
FOUNDATION



LA FONDATION  
TRILLIUM  
DE L'ONTARIO



# Competition

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# ProtoLaunch Competition Information

“What is it?”



# ProtoLaunch Competition Information

- A paid (i.e. Summer job)
- Team-based (4 person)
- Video game development competition
- Utilizing Unity3D
- At Algoma University
- Five weeks
- July 4<sup>th</sup> – August 5<sup>th</sup>
- 9:00am – 5:00pm Monday – Friday



# ➤ A paid (ie. Summer job)

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- An hourly salary of \$10.25/hour (40 hr. weeks)
- Paid in two installments (mid point and end)
- Expectations like with a job (On time, focused...)
- Participants report to competition supervisors



- A paid (ie. Summer job)

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- Participants are accountable to their teammates
- A role will be assigned to each member (i.e. Programmer, Artist, Designer)
- A Team Lead will be selected by team members
- You work collaboratively on one project
- We select the team members



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# ➤ Video game development competition

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- You will be making a fully playable game
- You are competing against other teams
- Prizes will be both team and individual based



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## ➤ Utilizing Unity3D

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- The games will be developed with Unity3D as the engine





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## ➤ At Algoma University

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- In this room
- Please note: Lunches will not be provided
- You can bring your own laptop/tablet etc.
- We are not responsible for your personal belongings



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## ➤ Five weeks

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- A week is a time unit equal to seven days.
- ProtoLaunch will follow the regular five-day “work week”.



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➤ **July 4<sup>th</sup> – August 5<sup>th</sup>**

➤ 9:00am – 5:00pm Monday - Friday

- Stat Holidays (if any) observed
- The final day (Aug 5<sup>th</sup>) will involve a public event announcing winners



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## ➤ 9:00am – 5:00pm, Monday - Friday

- It's a job... Attendance and focus taken very seriously
- Daily team meetings at 9:00am sharp
- Teammates relying on each other to put in their full effort
- Individuals not meeting obligations to their team will be removed from the competition



# Prizes in 2010

- Seven scholarships for post secondary education (total value of \$12,000.00)
- All expense paid trip to Montreal to tour the Ubisoft studio



# Prizes in 2011



# Prizes in 2011



# Other notes...

- Primary purpose is learning
- IP (rights to anything created) is open
- Experience / advanced skills are not required
- Hard work, energy, dedication to your team, enthusiasm and a desire to have fun are.





# Interested?

To apply for a spot in the competition...

- Email [dwayne.hammond@algomau.ca](mailto:dwayne.hammond@algomau.ca)
- Identify yourself, by your legal name, and state which position(s) you are interested in (programmer, artist, designer)
- Attach a one page resume
- Follow the facebook page for updates on when we will be confirming seats.



# Questions?

[www.facebook.com/ProtoLaunch](http://www.facebook.com/ProtoLaunch)

[dwayne.hammond@algomau.ca](mailto:dwayne.hammond@algomau.ca)

