

For all submissions (regardless of tool):

List of the problem outline, research, design thinking that come from the judging criteria and the One Note template.

- Have you successfully identified your problem and explained how you are going to address it?
- Is there a clear description of your target audience?
- Are your app or game's features thoroughly listed and explained?
- Is all of your research submitted so the judges can follow your design thinking? Research can include sketches, website links and videos, screen clippings and other resources you have used.
- Have you described the knowledge and skills you will need to build this app or game?
- If you conducted any peer conferences and/or teacher conferences, is there evidence of them?
- Have you taken the time to reflect on your design process? What has changed about your app or game since you first began the project? Are these changes explained and justified?
- Have you prepared a pitch for your app or game?
- Have you completed an analysis and evaluation of your game or app and the challenge as a whole?
- Your teacher will need to complete your online submission form and upload the completed One Note, Word or Powerpoint template to: gac.global2.vic.edu.au/

Touch Develop Checklist

- A link to your published game within our portfolio

Minecraft Education Checklist

- An export of their world
- Screenshots of the world including all key locations, actions and activities
- Descriptions and captions of these screenshots explaining what we are seeing
- A detailed description with any relevant links explaining how their Minecraft world addresses the problem
- Any designs or drawings for structures that have yet to be constructed
- A written guide detailing the rules for engaging with their Minecraft world, for example:
 - If the student has built any redstone circuits, have they explained their function and how they work?

Visual Studio and Unity

- A zipped archive of the compiled prototype of the app or game
- Descriptions of any intended functionality which has not yet included
- A zipped archive of the project folder (if applicable)
- All algorithms used in the creation of the app or game expressed as flow charts (and in plain English if applicable)
- Downloadable copies of the scripts they have written
- Descriptions of these scripts and their functions
- All visual design assets. This might include texture files, graphical interface files, 3D models, 2D sprites, animations, etc.
- Suggested improvements and functionality which is still to be added