

Interactive Application and Video Game Development
MO SkillsUSA 2019
Tool List

Supplied by Contestant:

- Working sample or prototype of an interactive application or video game
- Multi outlet power strip with surge suppression
- Affidavit
- Game Design Document
- Concept Artwork
- Code Examples
- Intro video
- Trailer video
- USB drive containing all digital files
- Proof of licensing for all commercial software used
- One page, typewritten resume

Pre-contest Meeting and Contest:

Date: Friday, April 5

Time: 8:00 a.m. – Completion

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