

# WHAT MAKES A WINNING BAFTA YGO APPLICATION?

## 1. Be original!

"Our judges will only consider original games ideas. What game would you love to play but is not currently available? Describe that for us, you can be as creative as you like!"



**Harvey Elliott, Chair of the BAFTA Games Committee**

## 2. Design details!

What does your game look like? Where is it set? Is there a story? Are there characters? How does it become more difficult? How do you win/lose?

"Think carefully about your game mechanics and overall design. Try not to overload your game with mechanics – sometimes the best games are simple ideas explained well."

**Alex Grahame, Artist, The Chinese Room**

## 3. How to play!

Make sure you describe clearly in the entry form how to play through a level in your game so our judges get a clear idea of how your game works.

## 4. Consider your platform!

"Whether you design a game for PC, console or mobile devices; your idea needs to work on that platform. Think about who plays games on what system, how long they play the games for and where they are playing those games..."

**Sitara Shefta, Producer, SUMO Digital**



## 5. Control systems!

Think carefully about what sort of controls will be used to play your game. Do they work on your chosen platform (e.g. how will keyboard controls work on a tablet)?

**Xandra Van Wijk, Senior Game Designer, King**

## 6. Stick to the limits!

Applications that try to get round the word limits on the entry form by including large word files and PowerPoint presentations will be disqualified!

## 7. Support your entry!

Make sure you upload images of what your game would look like, take a look at previous entries to see some examples and don't copy from other games!

**Tim Heaton, Studio Director, Creative Assembly**

## 8. Test your game!

"If you are entering the Game Making category our judges need to be able to play your game! Get your friends and family to play your game before submitting to test it all works."

**Mark Ogilvie, Design Director, RuneScape**



## 9. Quality over quantity!

"For Game Making, the judges would rather see one high quality short level than a game with lots of levels containing lots of bugs!"

**Mark Parry, Senior Designer, SCEE London Studio.**

## 10. Check your file formats!

Make sure your game file type is permitted if you enter Game Making. If you aren't sure check the 'Terms and Conditions' otherwise you'll be disqualified...



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