



uDevGames 2008 Contest Entry

This game was originally entered into the uDevGames 2008 contest, held by iDevGames.com. The contest submission period ends on March 2, 2009 at 11:59 PM GMT. Voting starts on March 3, 2009 at 12:01 AM GMT and ends on March 10, 2009 at 11:59 PM GMT.

To vote for this game, download more games, download source code, or for more information about the contest, please visit <http://www.udevgames.com/>

This package is provided by the original developer. For licensing, acceptable use, distribution terms and other issues, please read the accompanying documentation.

As per the conditions of entry into the contest, all contestants are required to provide the source code of their entries which will be made public after the end of the contest on uDevGames.com, in accordance with the entrants' choice of Open Source licensing arrangements.

Questions concerning this package or the source should be addressed to the original developer, whose contact information is contained in the accompanying documentation. For questions regarding the uDevGames 2008 contest, please contact Carlos Camacho, Editor-in-Chief of iDevGames, editor@idevgames.com

What is uDevGames?

The uDevGames game creation contest was established in 2001 by iDevGames.com to encourage Macintosh game development, and to recognize the best and most innovative developers in the community.

Entrants are given three months to design, create, and polish a game — including all coding, graphics, and sound — which will be subject to a public vote for the “Best Overall Game.” Further awards will be given in the categories of Best Gameplay, Best Graphics, Best Audio, Best Story, Most Original, and Most Polished, which will be decided by a peer vote of all registered uDevGames participants. Prizes are distributed to the developers or teams for the top three entries for Best Overall Game, and in each category.

Past contests have resulted in over 100 games created by independent Mac developers from around the world and have awarded entrants with a total prize pool valued at more than \$27,000. Awarding prizes to developers who participate in uDevGames confirms one of iDevGames' core values that "motivation is the key to turning game coders into game developers".

The source code to all games entered into the uDevGames contest are released back to the community under Open Source licenses. This helps to accomplish iDevGames' mission of educating and expanding the Macintosh game developer community.

VOTE TODAY!