

2025 IEEE REGION 3 SOUTHEAST CON

I. STUDENT SOFTWARE COMPETITION RULES

In the IEEE Region 3 Software Competition, IEEE students will be provided with a software challenge, all material needed to complete the challenge, a set of deliverables, and timeline at the start of the competition. Students will then use the set amount of time to solve the challenge and complete as many deliverables as possible to the best of their ability.

Competition Timeline

Key Dates

January 1st, 2025	Registration for the Software Competition opens.
February 22nd, 2025	Registration for the Software Competition closes.
March 27th, 2025	Competition prompt be released and students can start working on it on site at SoutheastCon or virtually
March 29th, 2025	Competition ends early morning time. Students must be on site by the end of the competition and submit their project via a flash drive (each team must provide their own flash drive and can get them back at the end of the banquet).

Competition Process

Below is a breakdown of the competition process. The remaining section of this document will address the details needed to complete each step:

1. Create your team and register for the competition
 - Each branch can have 1 team in this competition
 - Team size will be 5 students. Teams can have graduate students on their team but each graduate student will count as 2 undergrad. Therefore, if a school wanted to make a team of 2 grad students then they would be able to also have 1 undergrad.
2. Arrive at SoutheastCon by the start of the competition to compete
 - Details on the competition timeframe will be posted with the SoutheastCon 2025 agenda.

What to expect

This year's software competition will be a game jam. Students can expect the challenge and deliverables to be appropriate for students who have completed some kind of programming course or have some experience with a game development framework, such as Unity, Unreal Engine, Game Maker, RPG Maker, etc. A game engine such as these mentioned is a useful tool, but not required. Students can program in any language they desire. At the beginning of the competition the "theme" will be announced. The theme is a single word and the teams will interpret that theme into the design of their game. At the end of the competition, students should submit an executable of their game to the judges along with a demonstration video explaining how the game works, technical details, how to play, and how their implementation fits in with the theme. The judges will score the game based on technical complexity, adherence to theme, and overall functionality.

What to bring

Students are allowed to bring text books and any notes/papers they feel might be helpful. Students are expected to bring laptop(s) and power strips for those laptops to use during the competition. Acceptable operating systems include Microsoft Windows or Linux. You should also bring a USB flash drive for submission of your application and demonstration video.

How to Prepare

Preparation can include familiarization with a game development tool, such as Unity, GameMaker, etc. You may also want to locate some online resources for graphical assets. This competition is very open-ended, so the tools you decide to use should guide your preparation strategy.