

## **Be Inspired. Be Creative. Be NEXT.**

Ubisoft Toronto NEXT is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid Internship and learn from Ubisoft Toronto's top talent.

Compete in one of seven disciplines to win an internship:

- 3D Art (Modelling)
- Concept Art
- Technical Art
- Animation
- Game Design
- Level Design
- Programming

### **Eligibility**

The competition is open to applicants who:

- Are legally entitled to work in Canada;
- Reside in Ontario;
- Are currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2023;
- Have less than 2 years of relevant professional programming experience;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed.

### **Questions?**

Email us at [NEXT@Ubisoft.com](mailto:NEXT@Ubisoft.com). Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.

## Ubisoft Toronto NEXT: Programming Challenge

### Challenge Brief

This year's challenge is focused on the theme - Minigolf. You can choose if you want to create a single player **or** multi-player game. Using the [API provided](#), create a game that showcases a well-crafted and compelling game experience. While your game can be inspired by the game theme provided above, you must innovate and add your own flavour.

The provided framework supports drawing sprites, lines, and text. It also includes a simple controller and sound system.

Your entry must be a Windows application **written entirely in C++**. You will need to download [Microsoft Visual Studio 2022](#) to successfully complete this challenge. If you are a Mac user, please use Boot Camp to install Windows.

This challenge must be done individually, and **all code must be original**. Team based submissions will not be reviewed. You are welcome to use anything in C++ standard library but **DO NOT** use any other external libraries or write OpenGL code.

This is a **programming** challenge – we will **ignore** artistic merit in the judging. Using novel programmed effects to add visual flair is ok, but we are less interested with how the game looks, and more in **how well it plays and how well the underlying code is crafted**.

[Click here to download the API](#)

### Game Specifications

Go wild! Make a game that you enjoy playing. Keep to the theme but add your own spin on things. Look for interesting gameplay features you could add.

- Your game must successfully compile and run on a Windows 10 / 11 PC.
- **Do not change / modify the API**. Use only the provided API for all input & output.
- The API Supports
  - Sprites, lines, and text.
  - Keyboard, Mouse & Controller.
  - Simple Sound Support.
- You are not required to use sprites, but the API supports them.

## Tips

- The central theme of the challenge is *minigolf*, a game where the player must complete each hole/course in as few strokes as possible. Players aim to hit a golf ball into a series of holes on a miniature course, navigating various obstacles, ramps, and hazards, all while trying to achieve the lowest score. You could include these elements, but you have complete freedom to innovate.
- Feel free to be creative and push your game in an interesting direction. Think about bringing a new twist to this theme.
- Think of additional elements you can add to the game i.e., AI, multi-player, networking, physics elements etc. How would this affect gameplay?
- DO NOT spend too much time on the aesthetics. Remember, this is **not an art challenge**.
- **Use your time effectively**. You do not have to delete work in progress code for things you do not need. You can just comment it out.
- Do not limit yourself to the suggestions here. Your unique decisions could be the deciding factor.
- This is a learning experience and an opportunity to get feedback from industry professionals! There will be no prejudice for future submissions, **JUST GIVE IT A TRY!**
- If you choose to use sound / music, please be aware of copyright issues on YouTube.

## Submission Requirements & Documentation

Provide your submission using this [Submission Form](#) and submit your resume [online](#).

Your application package **must** contain the following three (3) parts. **All items are mandatory.**

1. Up-to-date resume in PDF format.
2. Your complete code and documentation saved in a .zip file:
  - a. The submission package must be named as follows:  
**NEXT\_2024-2025\_Programming\_FirstnameLastname.zip**
  - b. Documentation must be in PDF format.
3. The link to a YouTube video of a play-through of your game with screen capture software (e.g., OBS) highlighting the gameplay and technical features. Please make sure to submit a good quality video. The video should not be longer than 5 minutes in duration. You can choose to maintain your anonymity in your YouTube video (use text instead of voice / not disclose your name or image etc. – you will not be judged for any of these choices).

### Judging Criteria

A panel of expert judges will individually rank the overall entry package, out of 35, based on the following criteria. This is a technical and gameplay challenge. Artistic merit will not be judged.

#### **Code Structure (1-15):**

- Clear and simple structures with thought for future expansion
- Self-documenting code with clear interfaces
- Well-managed memory and data flow
- Understanding of game programming patterns

#### **Technical Challenge (1-10):**

- Advanced and well-applied techniques
- Ambitious design

#### **Innovation (1-5):**

- Unique solutions to technical problems
- Interesting and effective gameplay

#### **Written Documentation (1-5):**

- Overview of systems and related classes

### Key Dates & Deadlines

**Submission Deadline:** Monday January 20<sup>th</sup>, 2025, 11:59 pm EST

Complete this [Submission Form](#) where you will be asked to provide a link to your submission package. **Late entries will not be accepted.**

Ubisoft Toronto judges will review all submissions and select up to five successful participants to proceed to the interviews. All other participants will be notified of their results via email by **Friday, February 10<sup>th</sup>, 2025.**

**Interviews:** February 2025

Ubisoft Toronto judges will select up to three finalists after the interviews. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

Prizes

- 1<sup>st</sup> Prize:
  - One (1) paid Programming Internship at Ubisoft Toronto. The Internship shall be for a minimum duration of three (3) months at Ubisoft Toronto studio and is currently scheduled to begin May 2025. Dates are subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at \$300.
- Finalist Prizes:
  - Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at \$300.