Resources Document

VRmont Cup 2026

Resource Document

Core: Threadbare

Instructions: ***This document contains all the information you need to create and submit your Core:Threadbare competition Storyquest! Follow the instructions below.***

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Team Registration

Head to this link to register your team (*note: a parent/guardian is required to submit your registration!)*. If you find additional members of your team after your initial registration, you can email ben@bricvt.org with your updated team information. Please include:

1. the name of your game development studio (make one up with your team!)
2. Each team member's full name.

Please note: If you are registered as a solo developer and wish to find other teammates, please attend the first workshop session on Wednesday, February 25th from 3pm-5pm. There will be time to find teammates! You can join the workshop in-person (23-25 Main St, Springfield VT 05156) or virtually, by clicking this link.

Competition Timeline

The VRmont Cup Game Design Competition begins February 16th, 2026 and concludes April 10th, 2026 at 11:59pm. There will be six workshops scattered throughout the competition timeline to help competitors with various challenges. Please see this webpage for specifics on workshop timing.

Studio Mentors

Your game development studio will be assigned a college-age mentor at the conclusion of the first workshop (see above). These mentors are either already working on large-scale projects using Godot or are studying in a game design-related field at Dartmouth. They will be able to guide you through any challenges you face during your competition window. Be sure to make use of them!

Micro-convention and awards ceremony registration

There will be an amazing game developer micro-convention at Hula Lakeside on April 18th, 2026, from 1pm-4pm! Register for free at this link to get access to talk, demo, and learn from college and indie developers from our region on games and projects

they are working on! Don't miss this amazing opportunity to learn more about this exciting industry! This event is open to the public, so don't forget to bring your friends!

Competition Rules

Age specifications

This competition is created for middle school and high school students, but students in earlier grades may also be a part of a game development studio team. College-aged students (19+) are not eligible to participate on a team, except by those college students specifically assigned as mentors to a game development studio team by VRmont Studios staff.

Eligibility for awards

Every competitor *must* be assigned to a game development studio team. These studio names are what determine who is eligible for winning the competition. Don't forget to create your game development studio name and register your team members and team name (see above)!

Competitors are allowed to:

- Use any type of computer or digital device to create their assets
- Remix any asset included in the Threadbare game download
- Create and submit custom assets using any free or paid software
- Join up with other competitors to create their own game development studio (10 students max)
- Modify any element of the "Evan and the search for Champ" storyquest
- Submit their creations without completing every challenge category (see "Role Breakdown" below)
- Use internet resources (such as YouTube or other creation sites and apps) to learn how to create assets for their storyquest. *Note: this does not include AI resources, which are banned!*

Competitors are not allowed to:

- Use AI generated assets of any kind, including art/animations, coding, music, workflows, graphs, tables, outlines, documents, or other assets not created

directly by a human competitor and meant for judging. AI search results can be consulted when looking for supporting materials for storyquest design (such as youtube tutorials or Godot documentation), but AI may not be directly asked to supply answers for any judged category.

- Use online forums, payment websites (such as fiverr), or similar to have someone else create your team's storyquest.
- Submit another team's storyquest, or an existing storyquest within the Threadbare game, as their own work
- Deliberately sabotage or disparage another team's work and submissions.

Submissions

Please refer to the "How to submit your Core:Threadbare VRmont Cup Submission!" document for detailed instructions on how to submit your game development team's project! Submissions must be completed before 11:59pm on April 10th, 2026 in order to be considered eligible for awards.

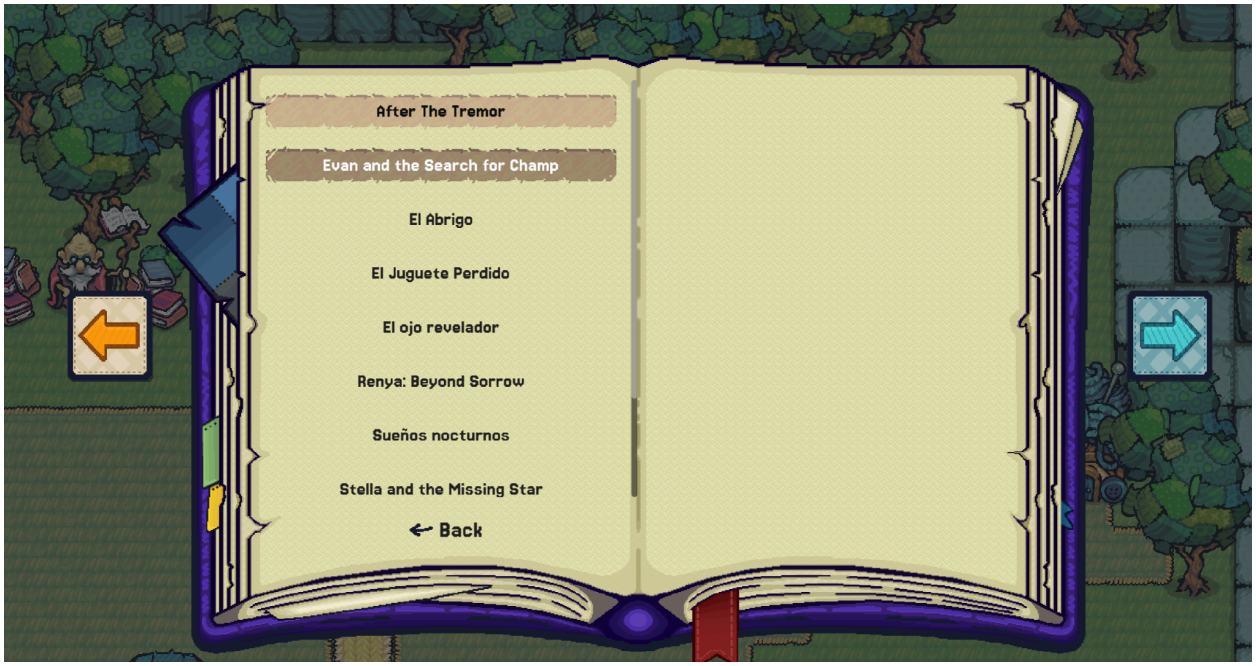
How do I start?

Download and play the Threadbare game! This link brings you to the latest Development Build of the game, not the stable release version. This version includes the most up-to-date changes for the "Evan and the search for Champ" storyquest that you can use as a template if desired. Feel free to play around in the main story, or play other creators' storyquests from the Storyquest elder.

To access the "Evan and the search for Champ" storyquest:

Head into town and to the right of the world loom. Walk up to the StoryQuest Elder and push "spacebar." to talk to him.

Select the StoryQuest “Evan and the Search for Champ” and click “Play.”



Alternatively, you can select one of the links below to travel directly to specific scenes within the StoryQuest:

Intro Scene:
https://play.threadbare.game/branches/endlessm/main/#quests/story_quests/champ/0_intro/champ_intro
Scene 1 (Combat):
https://play.threadbare.game/branches/endlessm/main/#quests/story_quests/champ/1_combat/champ_combat
Scene 2 (Sequence Puzzle):
https://play.threadbare.game/branches/endlessm/main/#quests/story_quests/champ/2_sequence_puzzle/champ_sequence_puzzle
Scene 3 (Champ Stealth):
https://play.threadbare.game/branches/endlessm/main/#quests/story_quests/champ/3_stealth/champ_stealth
Scene 4 (Outro):
https://play.threadbare.game/branches/endlessm/main/#quests/story_quests/champ/4_outro/champ_outro

There are built-in scene templates as well, within the **FileSystem** that you can use to create the baseline for your three mini-games. You can search for them with the keyword “template!”

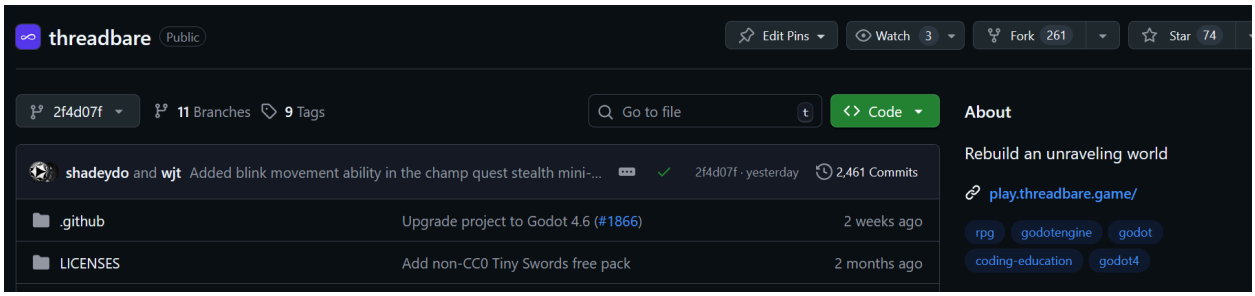
How do I get the game files?

In order to view and edit the game files, you will need Godot 4. Download the Godot Editor at the correct link for your computer below:
Godot for Windows
Godot for MAC
Godot for Android
Godot for Linux

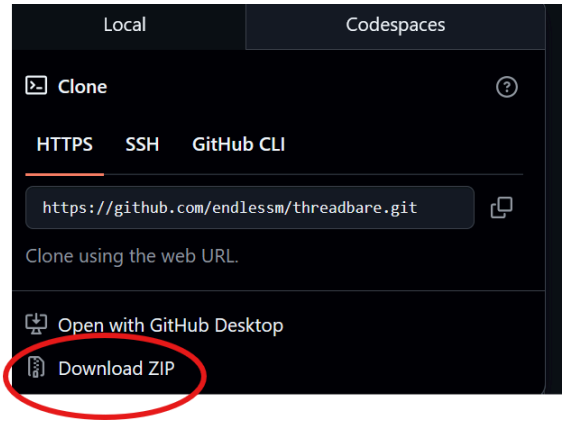
Next, head to github and download the Threadbare game. We will be working with the most recent development branch, located here.

Download without version control:

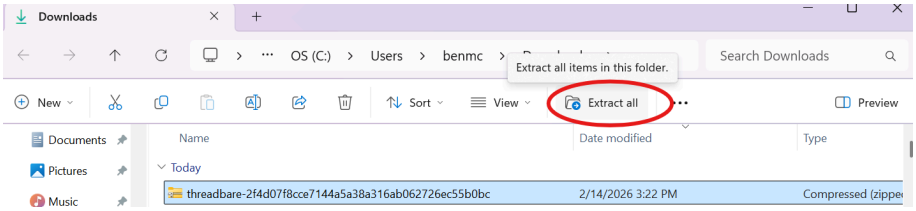
1. Click the green “code” button



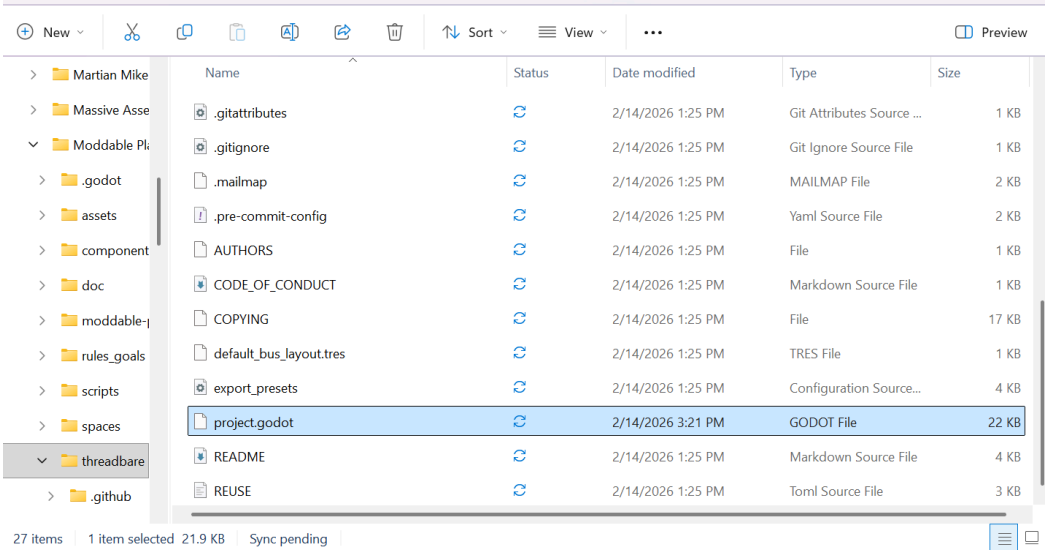
2. Click “download ZIP”



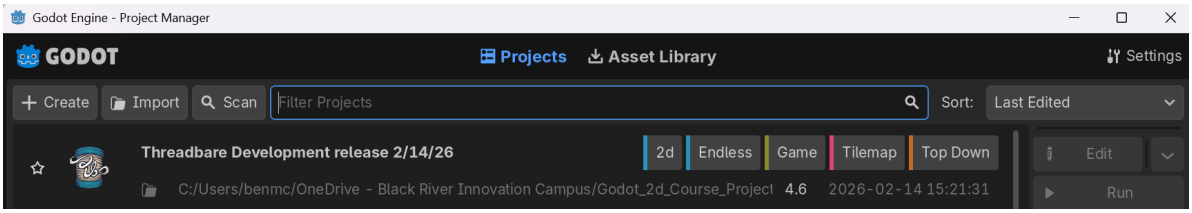
3. Extract the files onto your computer.



4. Open the folder with the extracted files, and find the “project.godot” file.



5. Open Godot and drag the “project.godot” file onto the Godot project manager window. This will allow Threadbare to be edited!



6. Double-click on Threadbare to open the project. It may take a few minutes to load.

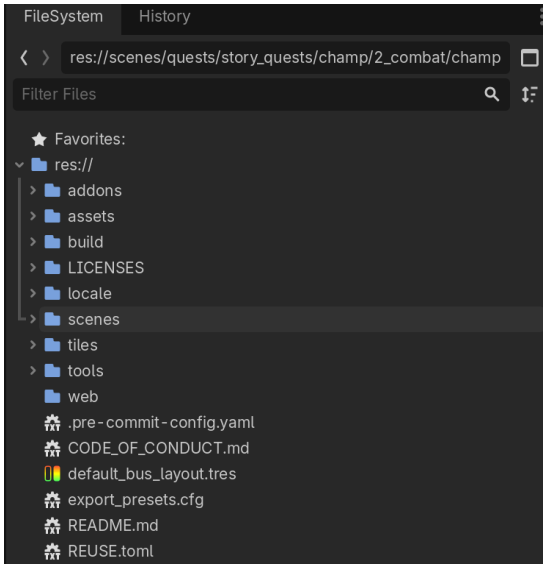
Download with version control:

1. Follow the instructions here. This will help you set up a Github account and connect to the threadbare game. This will allow your entire team to work on individual computers and "push" changes to a single version of your project! It will also allow you to keep backups of your StoryQuest, in case something catastrophic happens.
2. To launch Godot and Threadbare using your Github repository, follow the instructions in steps 1 - 6 of the "Intro & Outro" section of this project board. Alternatively, you can use GitHub for Desktop instead of Git to access your repository.

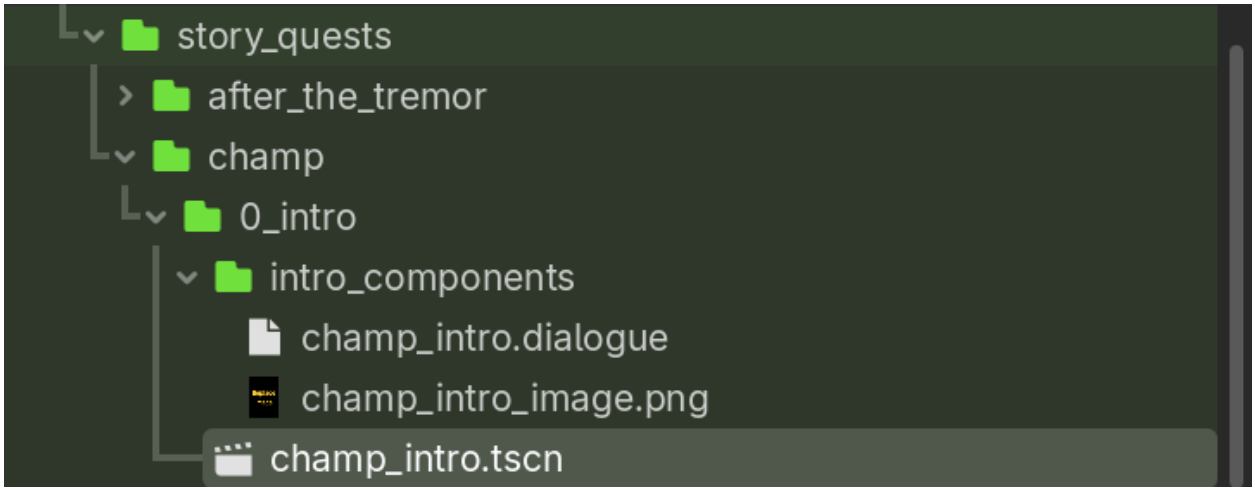
File Structure Breakdown

Your project needs to be structured the same way the other storyquests are from within the **FileSystem**. Let's take a look in Godot at how the "Evan and the Search for Champ" files are structured:

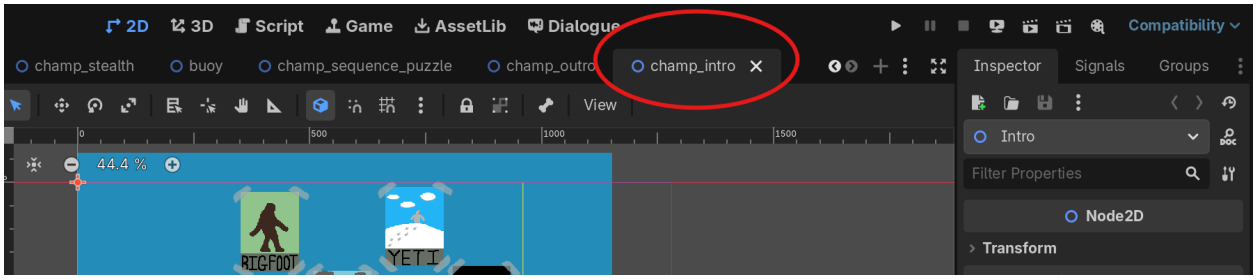
1. To find the correct scene(s), take a look at your **FileSystem** in the bottom left corner.



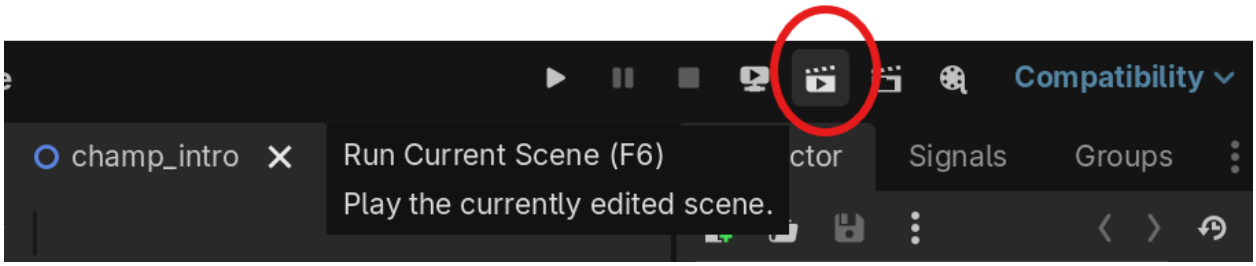
2. You can expand the folders by clicking the “>” or double-clicking the folder. Expand **scenes → quests → story_quests → champ**. This will show you each scene within the Champ StoryQuest! To open each scene, find the .tscn file within the corresponding folder and double-click it. The scene will open in the editor.



7. To play the scene from within Godot, be sure the correct scene is selected along the top tabs of your editor.



8. Then, click the “run current scene” button in the upper right.



How do multiple people work on the same project file?

To have multiple people work on the same version of your StoryQuest will require version control (such as github). See the “Download with version control” section above.

Project Board

This project board will serve as your guide to creating your StoryQuest. Follow along with milestones 2, 3, and 4 (the blue numbers) to create your three mini-games! It will give you plenty of helpful hints and instructions to get you on your way to creating!

Role breakdown

Before diving into your roles, your team needs a Game Design Document. You only need one copy, and then invite your teammates to edit the document by pressing the “share” button at the top right corner of the document. This document will allow you to organize your work and will be the place your team goes to for planning, referencing, and workflow. This document will also be judged under the “project management” role!

Make a copy of the Game Design Document here

Coding

The coder's job is to make your minigame work! Create the character movement, challenges, enemies, and win conditions for your StoryQuest minigames! Use template minigames or create your own from scratch. Be sure to reference the Project Board (see above) for a workflow.

Learn more about coding game systems and mechanics!

Marketing

Congratulations! You and your team have created an amazing StoryQuest worthy enough to be played by others! You need to spread the word by creating some marketing assets for your game!

Your task is to create 3 separate advertisements for your StoryQuest. Choose 3 separate ad formats from the list below:

- Rack Cards
- Newspaper articles
- Short-form content videos
- Posters
- Comics
- Billboard ads

See the “appendix” section for specifics on sizing for these! You can create these in any editor of your choice! If you aren’t familiar with image editors, if you have a school or personal google account, you may have access to Canva, which is an excellent resource to make these in. You can also use free browser-based editors or GIMP, which is similar to photoshop, but open-source. Find tutorials on YouTube to help get you started with these editors!

Project Management

You are in charge of keeping your development studio on-task and creating! You will be the manager of the team, making sure your deadlines are being met and tracking all changes being made to the project via the Game Design Document (see the first paragraph in "Role Breakdown" above). This document should show all plans, notes, iterations, and screenshots of your production. See the Project Management Rubric resource for specifics on how this is judged.

Art/Animation

You are the designer of your StoryQuest aesthetic! Make amazing thematic sprites and animations to fit your team's StoryQuest vision. See the slide deck Aesthetics & Visual Design for instructions on how to use Piskel to create your sprites and sprite sheets. Reference the Project Board (see above section) for tutorials and helpful information!

Music/Sfx

Your job is to create immersion with awesome background music and sound effects! A good background track and awesome sound effects can make or break a player's experience with your game. Check out the slide deck below for some awesome resources to create sound and sound effects, or use your own software! If you need to stitch multiple shorter exports together to make a longer tune, you can use a plethora of free audio editors, such as Audacity.

Music and Sfx creation Instructional Slide Deck

Narrative

Create the lore behind your StoryQuest! You are in charge of immersing your player in your scenes and making your StoryQuest fun and engaging via your story-building. See the slide deck below for helpful tips for your narrative journey! The Project Board (see above section) also has some good information for this!

Learn more about creating compelling narratives!

Judging

Judging will be done based on rubrics applicable to each category listed within Role Breakdown, above. To get the maximum points, build your projects with each judging category on your applicable rubric in mind! Judges will be playing through your StoryQuest to see and experience all your changes, so make sure your StoryQuest works!

The rubric links are below:

Coding Rubric
Marketing Rubric
Project Management Rubric
Art/Animation Rubric
Music/Sfx Rubric
Narrative Rubric

Don't forget to submit your project, following the instructions listed in the "submissions" section above!

Appendix

Marketing specifics

Rack Card

4” x 9”, double-sided. This can be created by making an 8” x 9” image and splitting it down the middle to reflect the designs on both sides.

Newspaper articles

Full page ad, words and images, 13” x 20”

Short-form content videos

These are formatted for vertical video and should be 20 seconds or less.

Posters

24” x 36”

Comics

A one-page comic (8.5” x 11”) with a minimum of four panels

Billboard ads

14’ x 48’ To be displayed on a billboard on the highway

List of terms

Asset - Anything created to be used within a StoryQuest.

Export Variable - A variable that is output to the Inspector panel for easier access by the user to change their settings. Usually these include custom labels or even interfaces, such as buttons.

FileSystem - File storage for your Godot project, located (by default) in the bottom left corner of the screen.

Inspector - Panel that shows a variety of settings depending on which node is selected, usually located (by default) on the right side of the screen.

Node - Nodes are what scenes are built out of, and are the backbone of anything created in Godot. Every game object and scene will be linked to, or created by, a node. These can be found in the scene tree.

Scene Tree - Holds nodes, usually found on the left side (by default) of the screen. The ordering of nodes here controls visibility and parent/child relationships between nodes.

Helpful Links

How to make a video game in Godot
How to create a tileset (Threadbare-specific)
How to create a tileset (generic)
Project Board (with Threadbare specifics)