



**XPRIZE
CONNECT**

CODE GAMES CHALLENGE

FAQ

Code Games: A Global Game-Making Challenge was a bold new initiative from XPRIZE, a game design challenge that aims to capture the hearts, minds, and imaginations of young people ages 10-18 across the globe.

What is Code Games?

Code Games' mission was to inspire the innovators of tomorrow to design and create games that allow them to explore valuable real-world ideas, limited only by their imagination. The prize engaged youth ages 10-18 with a passion for games can join by creating a playable game or written game design. These new games allowed young creators to hone critical skills in problem solving, system thinking, and storytelling that empower them to thrive in our increasingly technology-driven world.

How were winners selected?

Entries were only in competition against games from the same entry stream, with only one entry allowed per person. The following were the challenge entry tracks:

- Written game design
- Playable game via Gamestar Mechanic
- Playable game via Scratch
- Playable game via The Endless Mission
- Playable game via Unity
- Playable game made with any video game platform
- Best in Class -- Teams

The full official rules can be found here:

<https://www.codegameschallenge.org/public/Rules.aspx>.

Winners from each track received \$1,000 USD. In addition to the platform specific tracks, grand prizes of \$2,000 USD were awarded to submissions that are designed to reflect one of the three priority themes for XPRIZE: Environment, Equity and Exploration. The following are the

winners from the competition that were judged by a panel of 12 experts. You can find out more about [the Judges here](#).

SENIOR DIVISION

Best in Class -- The Endless Mission

- David Turner, Male, United States

Best in Class -- Gamestar Mechanic

- Gyven Liddell, Male, United States

Best in Class -- Open Platform

- Matthew Zhu, Male, United States

Best in Class -- Scratch

- John Anthony Luna, Male, Saudi Arabia

Best in Class -- Unity

- Noah Do Rego, Male, Canada

Best in Class -- Written Game Design Document

- Carinn Gaspar, Female, New Zealand

Best in Class -- Playable Game, Environment Theme

- Felicia Yan, Female, United States

Best in Class -- Playable Game, Exploration Theme

- Matthew Zhu, Male, United States

Best in Class -- Written Game Design Document, Environment Theme

- Batool Ali Akbar, Female, Pakistan

Best in Class -- Written Game Design Document, Exploration Theme

- Carinn Gaspar, Female, New Zealand

JUNIOR DIVISION

Best in Class -- Gamestar Mechanic

- Sadnan Pranto, Male, United States

Best in Class -- Open Platform

- Brydan Cotichini, Male, Canada

Best in Class -- Open Platform, Teams (2 winners on a team for the same submission)

- Kayla Villanueva De Raeve, Female, Mexico
- Alyssa Villanueva De Raeve, Female, Mexico

Best in Class -- Scratch (two separate co-winning individual submissions)

- Dominic Darby, Male, Jamaica
- Erica Liu, Female, United States

Best in Class -- Unity

- John Xu, Male, United States

Best in Class -- Playable Game, Environment Theme

- Ezra Cotton, Male, United States

Best in Class -- Playable Game, Exploration Theme

- John Xu, Male, United States

What are the awards?

The awards, held virtually, allowed the 16 teams to celebrate their wins and provided time for each team to share more about their gaming solutions. Winners and their families and friends,, XPRIZE leadership, E-Line leadership, and Endless Network leadership, and more virtually attended the event to celebrate these young innovators where \$25,000 USD was distributed amongst the 16 winners.

How do I learn more?

- Code Games Challenge website: codegameschallenge.org
- XPRIZE Connect website: go.xprize.org/connect
- Contact the XPRIZE Operations team at xpconnect@xprize.org