CHALLENGE #12 BLOCKS ROCK: CREATE AN ESPORTS MAP USING MINECRAFT

Have a favorite map but would like to implement changes of your own? You can take this on using Minecraft, the popular open-world action adventure game enjoyed by gamers of all ages, including our NASEF esports Club members.

Challenge: Blocks Rock: Create an Esports Map Using Minecraft

Award: Win a Western Digital SSD, mentor session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details
● Select a competitive video game genre, such as:
  ○ Multiplayer online battle arena (MOBA)
  ○ Fighting
  ○ Battle royale
● Create a map on Minecraft under the following conditions:
  ○ Mode: Creative
  ○ Map size: minimum 100x100 blocks
  ○ Player capacity: minimum four players
● Develop a list of questions for feedback and invite your fellow Club members for a playtest

Submission Requirements
● All entries must be submitted at Beyond the Game Challenges or within your Club Portal by Friday, January 31, 2020 by 5:00 pm PT|6:00 pm MT|7:00 pm CT|8:00 pm ET.
● There are two parts to submit for this challenge:
  1. Share the links to the resources you used in the submission form.
  2. Respond to the following prompts:
    ■ Describe your map. What competitive video game genre did you re-create? What kind of world did you create? (200-word limit)
    ■ After testing the map, what feedback did your Club members provide to you? How did you implement their feedback? (200-word limit)
    ■ How does your experience with game design contribute to your career aspirations? How does it contribute to your Club? (500-word limit)
● This Challenge can only be submitted by an individual student.

Questions? For any questions, email us at info@esportsfed.org or via NASEF Community Discord.