

GUPES Challenge 2016

Competition Rules

Rules

This competition is generally open to all undergraduate students. The registration of the competition is handled by the universities.

Students are registered in teams of three, preferably with a professor or tutor.

Each team will have a player login account which will be issued by the university partner(s).

Students will play in teams of three typically at their own university, either on their own or in a group. They will require a computer with internet access to play the game.

Students should have access to the game for a period of up to 7 days and can play as many times as possible within the 7 days. Universities can choose this period of time from June 1 to Aug 31.

Top 3 teams with the highest basin score for Mission One at the end of the university competition period will be university winners.

Top 3 teams with the highest basin score for Mission One among all countries at the end of August 2016 will be international winners.

All decisions concerning winners will be made by UNEP-DHI and university partners and are final.

Prizes

UNEP-DHI will provide certificates for university winners as well as certificates for international winners and schools. These certificates will be recognised by UNEP

University partners can provide additional prizes for national winners.

Known issues of the game

Multiple concurrent logins are possible. I.e. a player account can be used multiple times to play the game.

This may create many connections and overload the server. Please note that participants will be disqualified if they log in multiple times concurrently.

Time out problem. If a player starts playing the game and takes a long break (20 mins or more), then the game may time out and causes scores to not be recorded on the leader board. It is recommended that the player play the game in one session.

The game is not supported in Chrome and is not playable on tablets (except Surface Pro running Windows OS)

Updated: 02/05/2016