

Submission Upload Tutorials

These videos show how to package and upload submissions from our recommended platforms to the Australian STEM Video Game Challenge portal.

Scratch

Submit with a link preferred but game files can be submitted as needed. No code file required. View Scratch tutorial [here](#).

If a Scratch game is made using the desktop app, it is only possible to create a game file, not a shareable link. Game files can be played by opening Scratch > create a new game, then going to file > load from your computer and then selecting the game file. This will let you play the game and view the code as though a link had been shared.

MakeCode Arcade

Submit with a shareable link. No code file required. View MakeCode Arcade tutorial [here](#).

GameMaker

Submit with a game file and source code file. View GameMaker tutorial [here](#).

GDevelop

Submit with a link or game file and source code file. View GDevelop tutorial [here](#).

GODOT Engine

Submit with a game file. Source code visible within game zip file. View to GODOT Engine tutorial [here](#).

Unity

Submit with a game file and separate source code file. View Unity tutorial [here](#).

Unreal Engine

Submit with a game file and separate source code file. View Unreal Engine tutorial [here](#).



AUSTRALIAN STEM
**VIDEO GAME
CHALLENGE**

Sponsored by **ACER** PAT