



# Dream.Build.Play

## Join the 2017 Challenge

This year's challenge is bigger than ever, with more than \$200,000 USD in prizes and four categories for entries.

[SIGN UP NOW](#)



## Calling all game developers

Push the boundaries of creativity and challenge yourself to craft experiences that deeply engage your players. This competition is open to all developers, working solo or in teams of up to seven. Create a Universal Windows Platform (UWP) game for one of the categories below by December 31, 2017 and you'll get the chance to win cash prizes and show off your game to the world.

### Dream.Build.Play categories



Cloud-powered game

**Grand Prize: \$100,000 USD**

Build a game that uses [Azure Cloud Services](#) on the backend, like Service Fabric, CosmosDB, containers, VMs, storage, and Analytics. Judges will give higher scores to games that use multiple services in creative ways—and will award bonus points for Mixer integration.



PC game

**Grand Prize: \$50,000 USD**

Create a Windows 10 game using whatever technology you prefer—even middleware like Unity, Cocos, and GameMaker—and publish it to the Windows Store. Using Windows 10 features like Cortana or Inking will give your game an advantage with the judges.



Mixed reality game

**Grand Prize: \$50,000 USD**

Create an immersive mixed reality experience that lets players interact with 3D volumetric content in a virtual space. Use whichever tools you prefer (like Unity) to build as long as your game uses Windows Mixed Reality. Judges will prefer games that incorporate audio content.



Console game

**Grand Prize: \$25,000 USD**

Build a UWP game for the Xbox One console family and incorporate the [Xbox Live Creators Program](#) with at least Xbox Live presence. Extra consideration will be given to games that incorporate Xbox Live services like leaderboards and statistics.

### Key dates to remember



For more information visit at : <https://developer.microsoft.com/en-us/windows/projects/campaigns/dream-build-play-challenge>