⊚ UBISOFT HACKERS NEST API 🗝

Demonstrate your abilities as a game developer and take us on a journey! Our mentors will help you succeed by providing hands on demonstrations, documentation and consultations along the way.

Please attend our workshop from 10PM to 11PM EST on Friday, Jan 8th and visit our Hopin booth and Slack channel to meet our mentors Claire Girvin, Ramon Viladomat, and Susie Su.

You must choose at least **one** mechanic/theme from the following list to be included in your game:

- One button game

- 60 second game

- Keep it alive!

- 1 v 1
    - Local multiplayer

- Everything is reversed!
    - For example, winning is for losers.
    - What else can you reverse in a game? Get creative!

- The more you have, the worse it is!

- Pong
    - How can you remake this classic arcade game with a twist?

For details on our challenge and the API, please visit
https://github.com/UbisoftToronto/HackersNest