

OPEN TASK

GAMEDEV

Description

In just 24 hours, your challenge is to create a vertical slice of a video game – a playable, polished fragment that represents the essence of a larger concept. The platform is up to you: mobile, web, PC, or VR – all are accepted.

Your game should incorporate elements of the horror genre. This doesn't mean it has to be a full-on horror game. It can lean towards mystery, suspense, supernatural themes, or simply have eerie and unsettling vibes woven into the design. Whether it's a chilling soundscape, cryptic storytelling, or a gameplay mechanic that keeps players on edge – there must be at least one mystical, scary, or mysterious component.

Important Rule: Your game must not contain any hateful, discriminatory, or harmful content. We encourage creativity, but in a way that is inclusive and respectful.

The end goal is not to deliver a complete game, but to show a compelling, playable vertical slice that proves your vision could grow into something bigger. Your mission: Make us shiver, gasp, or lean forward in fascination – all within a single playable slice.

Prize Pool

5 000 PLN

Judging Criteria

Our Judges will evaluate each task in five categories:

Audio & Visual (15%)

How well do the graphics, animations, and sound design immerse players into the mood of the game? Is the style consistent and impactful?

Story & Worldbuilding (15%)

Does the game present an engaging narrative or create a believable world? Even a short slice should make us curious about the bigger picture.

Relation to Category (20%)

How effectively does the game incorporate horror, mystery, or eerie elements? Is the atmosphere unsettling, mystical, or spine-tingling in a meaningful way?

Game Design & Mechanics (30%)

Are the mechanics fun, functional, and well-implemented? Does the gameplay show

innovation and a solid understanding of design principles?

WOW! Factor (20%)

Does the game surprise us, stand out, or deliver something unexpected? Is there a “wow” moment that makes the judges remember your project?

Using Existing Resources

You are allowed to utilize existing repositories, materials, or other resources in your project, as long as you properly cite them.

The use of AI

We recognize that Artificial Intelligence has become an inseparable part of today's creative and technological landscape. During HackYeah 2025, participants are welcome to use AI tools for inspiration, research or as a means of support in the development process. However, the core idea, concept, and final solution must remain the original work of the team. AI should be used within the limits of common sense, ethical standards, and in full compliance with Polish law. Whenever AI or external resources contribute to the project, participants are obliged to provide proper credit. We trust our hackers to approach AI use responsibly, treating it as a tool, not a substitute for creativity.

Submission Requirements

The task submitted for evaluation must include the following:

- Project Title
- Team Name
- Team Members
- Project Description
- A maximum of 10-slide PDF presentation

The task submitted for evaluation may also include:

- Snapshots
- Code repository
- Demo links
- Graphic materials

- Other materials related to the project

All submissions should be uploaded to the Challenge Rocket platform and may be in either Polish or English.