nethack 2025 Round 2 (Game Jam!)/
> THEME_GUIDE   /

The *theme* of the hackathon is a general guide for what the hackathon hopes to develop in the context of building technology skills.

2025R2 Theme: Wonder

In addition, this Round of the Hackathon is a *Game Jam*. This means that the project you submit should be a fully playable game of your own creation.

The next page will go into more detail about what this format and theme mean.

Editor's Note: I personally am a fan of using HTML/CSS/JS to develop web applications – they are accessible, modern with lots of library support, and have an easy development process for a graphical user interface (recommend npm, vite.js, and Github Pages as a combo). However, it is best for you to form your own informed opinion on the development technologies that are out there: check out StackOverflow Developer Survey (2024).

> WONDERful GAME JAM!   /

Image: *Nyancat. Not really a game, but it embodies what we want the spirit of this Round to be. Explore what makes you feel Wonder and have fun with it!*

Games are a truly unique form of entertainment (some would call it an artform).

In a game, the user is placed in the unique position of interacting with the virtual world they are presented with. The user is immersed in the mechanics of the game, making games a powerful instrument for storytelling, teaching, and creating joy.

Connecting Games with Wonder is a very open-ended task. With this Game Jam, the goal is to urge you to be creative with technology. There are virtually no restrictions on what form of game you can make. For example:

- A sandbox game
- A text-based game
- A story-based game
- A real-time strategy game
- Any other format you can think of!

We want you to make a game about something unique that you feel Wonder at. Whatever it is, develop it with personality and love – a game is a powerful way to convey your passions to an audience behind the screen.

Why should you participate?

- Create a game that uniquely embodies a story/message/idea that YOU care about, then share it with others!
- Gain experience working with technology across disciplines. Will your game involve student artists? Writers? Actors? Mathematicians?
- Have fun! Designing, testing, and playing a game is lots of fun (more fun than just playing a game, trust me).