

SOLANA SPEEDRUN 3 × GAMESHIFT

BY  SOLANA LABS



GAMESHIFT.DEV



WE ARE LOOKING FOR AMBITIOUS GAME BUILDERS THAT WANT TO BRING A BIG IDEA TO LIFE QUICKLY.

Do you have a game idea that leverages the best of Web3 assets, payments, trading, and more? Join the GameShift track to not only bring your idea to life, but show how quickly you can move when you can focus on your game, not the blockchain integrations. We are challenging teams to build fully functional Web3 mechanics in a legitimate game in just a few days.

Fortunately, you'll have GameShift and Solana Labs on your side. GameShift's API will give you rapid access to a wide range of Web3 features: wallet provisioning and bring-your-own wallets, cNFT asset creation, NFT/SPL tokens, card payments, in-game marketplaces, fiat off-ramp, and more.

Those that succeed will unlock a \$40,000 prize package 🏆, promotion by GameShift/Solana Labs, and opportunities to work with us and our customers after Speedrun!

This is an ambitious track for ambitious teams, and we're committed to your success. We'll be available with GameShift technical support, design advice, and game design/implementation consulting before and during your sprint to the finish line.

CAN YOU RISE TO THIS CHALLENGE?



WINNING PRIZE

For the game that best demonstrates the breadth of GameShift's functionality in an easy to see and understand way, and is built with code readability in mind, GameShift will award a total prize package worth more than \$40,000:

1 \$10,000 IN USD OR USDC

2 1 YEAR OF FREE GAMESHIFT SUBSCRIPTION CREDITS

3 OPPORTUNITY TO WIN PAID CONTRACTING SERVICES FOR GAMESHIFT CUSTOMERS

4 1 YEAR OF GAMESHIFT VOLUME USAGE CREDITS, UP TO \$12,000

5 PROMOTION OF YOUR GAME ON OUR WEBSITE

6 POTENTIAL FOR FUTURE PAID ENGAGEMENTS TO UPDATE THE GAME AND/OR PRODUCE VIDEO WALKTHROUGHS FOR DEVELOPERS

Note: GameShift reserves the right to award the prize only to a team that delivers a game in accordance with all requirements. We encourage you to consult with us early on your game design.



SUPPORT

GameShift wants you to win! We will provide you with direct access to the GameShift engineers for any questions on your integration. In addition, you will have access to our design staff for advice on how to render GameShift powered features. We will also provide advisory services specifically for game design and implementation. More at [**GAMESHIFT.DEV**](https://gameshift.dev)



TIMING: **YOU MAY START NOW**

You may start NOW. In fact, we encourage you to spend time early designing the game and integrations with GameShift. Doing this early allows us to give you feedback and streamline your implementation.

GAME REQUIREMENTS

The primary focus for this track is the GameShift integration. Therefore, we are not placing strict requirements on gameplay itself. Rather, the game should be structured to naturally leverage the GameShift use cases, while being basically playable and entertaining. It is acceptable to use an existing game provided it meets the licensing requirements, below. While not restricted to role-playing, simulation, and strategy games tend to favor themselves to Web3 assets and activities.

GAME MUST DO THESE THINGS IN GAME:

- Allow a player to create a player account, which then creates a GameShift wallet for the player ([UG](#))
- Render an owned items listing populated with the player's wallet contents (game assets + currencies) ([API](#))
- Award users with cNFTs created with GameShift ([UG](#))
- Surface a purchase flow that players user to buy a new-mint asset created with GameShift (i.e. in-game resource, character, upgrade, or game pass) ([UG](#))
- Allow players to transfer game assets to one-another ([UG](#))
- Only use content that is inoffensive

GAME MUST DO THESE THINGS IN GAME OR ON A COMPANION WEB APP:

- Implement a marketplace using GameShift's marketplace APIs, with asset listings filtered by attributes, asset view, purchase with card ([UG](#))
- Allow players to list assets for sale on the marketplace and cancel listings
- Allow players to withdraw USDC balances to their bank ([UG](#))

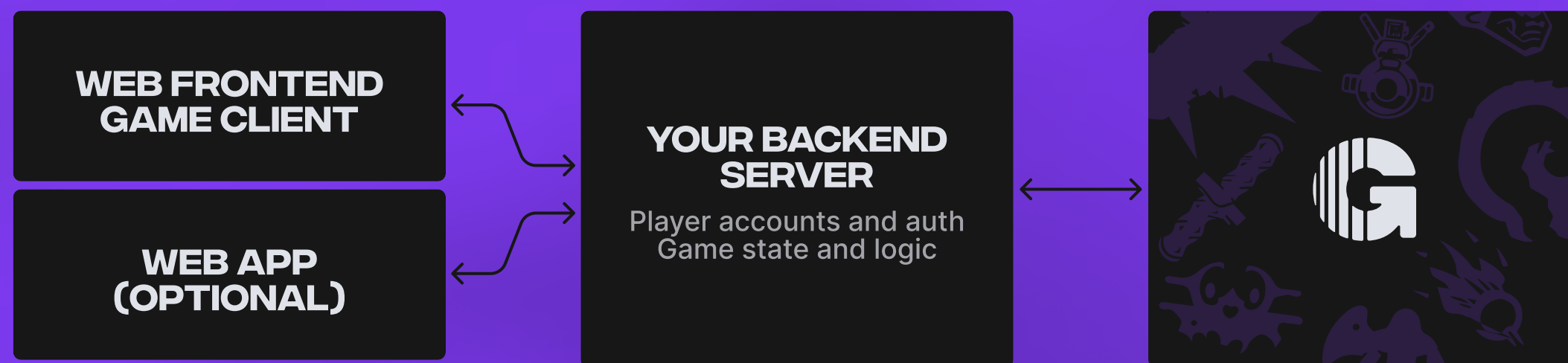
BONUS POINTS AWARDED FOR:

- Allow players to lend assets to one-another (it is OK to assume players connect outside the game to propose a loan, but the loan itself is implemented through GameShift). The loan must be recognized in game, allowing the borrowing player to utilize the borrowed asset. ([UG](#))
- Importing an existing NFT collection and using those assets in game ([UG](#))
- Importing an existing SPL token, and using that token in the game. Examples: rewarding players with tokens for completing levels (using the developer wallet feature), borrowers paying lenders with tokens (using the transfer endpoint) ([UG](#))

Also review our [GETTING STARTED GUIDE](#)

TECHNICAL REQUIREMENTS

We expect that you will develop a basic architecture like this:



- Games must be fully functional on devnet
- Users must be authenticated. This can be through free SSO services, or a simple email/password login.
- The game must be playable in a browser
- The game must be implemented in a common game engine: Unreal, Unity
- The backend server must be written in a common programming language (Python, JS/Typescript, Go) and easily portable to new backend infrastructure. Ideally, this code is containerized.
- Game frontend and backend must be fully documented to the standard that a third party can independently run the game. This includes code comments, and a standalone architectural diagram and guide describing the instantiation and maintenance process.

LICENSING REQUIREMENTS

- Any third party intellectual property that you incorporate into the game must be available under an open source license that allows for redistribution, modification, and commercial use without any limitation or licensing cost.
- You must provide GameShift/Solana Labs a non-exclusive, worldwide, royalty-free license to redistribute and modify the code, and to share the code with GameShift customers under the same terms.

In order to be eligible for the GameShift Track prize, you will be required to submit your game via GameShift's submission process and enter into GameShift's terms and conditions, including, without limitation, granting a royalty-free license to use your game. Winner selection and promotion of the winning team and entry will be subject to GameShift's sole discretion.