KRACKATHON

KRACKEDDEVS.COM

KRACK ATHON

HACK ATHON

DATE:
14 FEBRUARY 2026

SYSTEM STATUS:
ONLINE

PARTICIPANT:
100+ HACKERS

KRACK ATHON
KRACKEDDEVS

KRACK ATHON Q1 2026 KRACKATHON Q1 2026

KRACK ATHON Q1 2026

DECRYPTING
MISSION
FILES. . .

krackeddevs's vision

Empty your mind, be formless, shapeless — like water. Now you put water in a cup, it becomes the cup; You put water into a bottle it becomes the bottle; You put it in a teapot it becomes the teapot. Now water can flow or it can crash. Be water, my friend. — Bruce Lee

Simple can be harder than complex: You have to work hard to get your thinking clean to make it simple. But it's worth it in the end because once you get there, you can move mountains. — Steve Jobs

MISSION DIRECTIVE

- **PRIMARY OBJECTIVE:**
  Empower malaysian developers to ship working products.
- **TACTICAL DOCTRINE:**
  Zero fluff, celebrate execution over perfection.
- **CURRENT STATUS:**
  Bridge the gap between learning and real-world deployment.

PRIORITY: **ALPHA** // ENCRYPTION: **AES-256** // AUTHORIZATION: **LEVEL 5**

KRACKEDDEVS: BUILDER-FIRST COMMUNITY. // SYSTEM STATUS: OPERATIONAL // JOIN THE MISSION // DEPLOY. DEPLOY. DEPLOY.

ACTIVE OPERATIVES

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THE BUILDER

Focus: Code Architecture & Logic.

THE VIBE-CODER

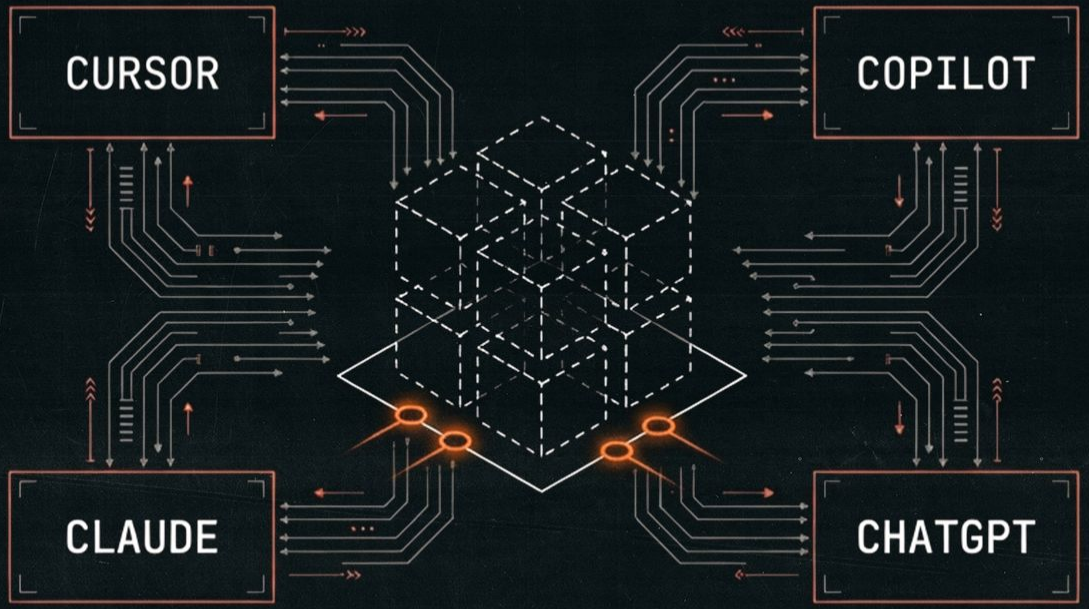
Focus: Flow State & Speed. AI-Augmented.

THE DESIGNER

Focus: User Experience & Visuals.

STATUS: SOLO OPERATIVES ONLY.

PROTOCOL: VIBE-CODING



AXIOMS

DEFINITION:
Build in Flow. Plan less, iterate more.

DIRECTIVE:
Let tools handle the boilerplate. You handle the creative decisions.

REQUIREMENT:
Transparency. Disclose tools used in final report.

VIBE-CODING IS THE NEW STANDARD FOR VELOCITY

// SYSTEM STATUS: OPTIMIZED // BUILDER-FIRST COMMUNITY // JOIN THE MISSION // DEPLOY. DEPLOY. DEPLOY.

CODE OF CONDUCT

RULES AND REGULATIONS

[1] SOLO ONLY : No teams, no partners.

[2] FRESH CODEBASE : No pre-built projects. Start from zero.

[3] LIVE DEPLOYMENT : Judges require working URL.

[4] DISCLOSURE : List all AI assistance.

We expect all participants to uphold the spirit of fair play and professionalism. Do not harass other participants, exploit loopholes in the rules, or submit content that is offensive, obscene, or illegal. If you have to ask if something crosses the line, it probably does.

Organizers reserve the right to disqualify anyone acting in bad faith.

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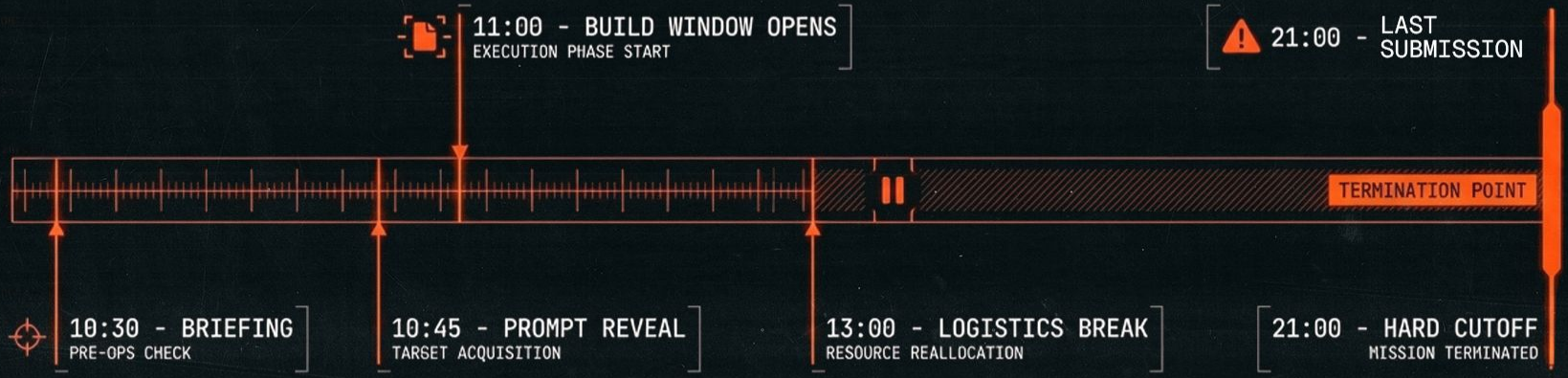
VIOLATION = IMMEDIATE DISQUALIFICATION.

BUILD WINDOW TIMELINE

10:00:00

TOTAL HOURS TO BUILD AND DEPLOY



FOCUS ON MOMENTUM:

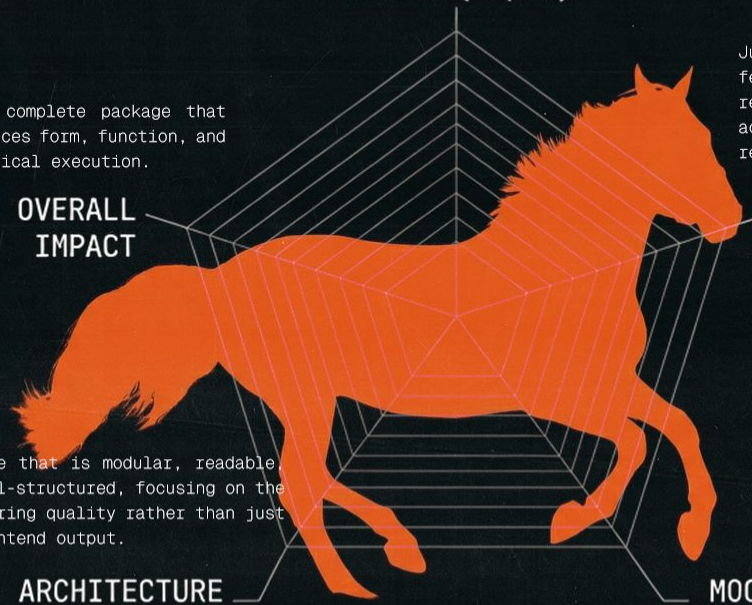
**PLAN LESS,
ITERATE MORE,
STAY IN THE ZONE.**

LATE SUBMISSIONS = REJECTED.

EVALUATION METRICS

The evaluation metrics for **Krackathon Q1 2026** are structured around five distinct award categories.

Judges will review submissions independently, testing the live demos and reading optional descriptions to score projects based on these specific criteria.



JUDGES REVIEW INDEPENDENTLY

Live Deployment:
You must submit a working URL. Judges need to be able to test a live demo; code that sits only in a repository without a deployment will likely be disqualified or score poorly.

Screenshots and video demos are highly encouraged.

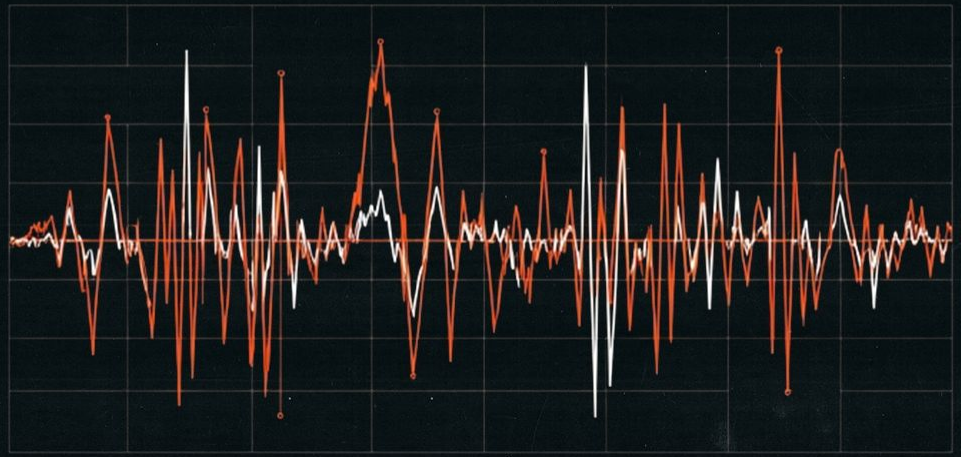
BOUNTY ALLOCATION

TOTAL POOL: RM 5,000

TARGET: BEST OVERALL	// REWARD:	RM 1,800
TARGET: BEST DESIGN	// REWARD:	RM 800
TARGET: PRACTICAL USE	// REWARD:	RM 800
TARGET: MOONSHOT	// REWARD:	RM 800
TARGET: ARCHITECTURE	// REWARD:	RM 800

SHIP OR MISS OUT.

DISCORD CHANNELS AS COMMUNICATION



> JOIN DESIGNATED VOICE CHANNELS.
> MONITOR #ANNOUNCEMENTS FOR INTEL UPDATES.
> USE #HELP FOR BLOCKERS.
> MODS ENFORCE CIVILITY.

SILENCE ON COMMS RISKS MISSION AWARENESS.

MISSION START

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> QNA SESSION

PROMPT DROPS AT 10:45 AM.

1. CHECK DISCORD
2. VIBE IT OUT
3. HAVE FUN

SUBMIT EARLY, RESULT WILL BE
ANNOUNCED IN THE UPCOMING DAYS

MISSION_PROTOCOL_V1.0

BEST OF LUCK, HACKERS.

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Prompt Reveal

// PROMPT 01

Choose between prompt 01 and 02

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“Solve One Real Malaysian Problem: Build a Digital Community Utility that Makes Everyday Life Easier”

Context:
Every day, millions of Malaysians deal with small but real challenges, from finding essential services to navigating public spaces to cutting costs. This hackathon challenges you to build something practical, usable, and community-centered

PROMPT 01

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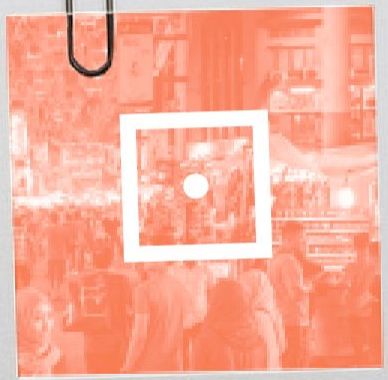
Q1 2026

by

kracked devs

from Malaysia

for Malaysia



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Mission Prompt

Build a community tool or system that solves a real daily pain point for Malaysians.

Your solution must:

1. Solve a real, clear problem that people actually experience
2. Have a working demo (prototype, mock UI + basic functionality)
3. Include a simple deployment plan (how it can practically reach users)
4. Show measurable community benefit.

Participants should build something specific within one of these domains:

01 Transport

Example problems:
Lack of real-time transport maps; difficulty planning last-mile routes; finding affordable rides near you.

02 Cost of Living

Example problems:
Finding cheapest supermarkets / price comparisons; locating community food banks; budgeting tools for households.

03 Education

Example problems:
Connecting students with learning resources; helping parents find affordable tuition; localized curriculum help.

04 Healthcare

Example problems:
Finding nearby clinics with open appointment slots; health cost estimators; medication reminders.

05 Public Safety

Example problems:
Easy way to find nearby help (police stations, fire stations); anonymous reporting tools; neighborhood watch coordination.

// PROMPT 02

Choose between prompt 01 and 02

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“Lets create a game - Heritage Reimagined!”

The Challenge:
Breathe new life into Malaysia’s rich cultural legacy by developing a web-based game inspired by traditional pastimes (e.g., Congkak, Gasing, Batu Seremban, or Wau Bulan).

Your mission is to preserve the soul of the original game while introducing a clever modern twist whether through innovative mechanics, unconventional level design, or unique storytelling.

The Goal:
Showcase how traditional play can evolve in a digital landscape. Think beyond a simple simulation; we want to see games that are addictive, visually distinct, and technically impressive.

Examples

01 Environmental & Dynamic Boards

Don't just change the board shape; change the physics.

Example:
A Congkak board where each "hole" has a different elemental property (Gravity, Multiplier, or Teleportation) that changes how the marbles (guli) move.

02 Roguelike or Progression Mechanics

Turn a short traditional game into a long-form adventure.

Example:
A Kejar-Kejar (Tag) game where the "seeker" is a Hantu Kak Limah-inspired character, and players must collect "Power-up Kuihs" to gain speed or invisibility.

03 Rhythm and Precision Integration

Merge traditional aesthetics with modern genres.

Example:
A Wau Bulan (Moon Kite) flight simulator where the kite must be kept aloft by hitting keys in time with a rhythmic "Dikir Barat" soundtrack.

04 Asymmetrical Multiplayer

Make the "Bonus" multiplayer mode the core of the strategy.

Example:
A Galah Panjang game where one team plays on a 2D grid (Top-down) while the other

Bonus:

Exceptional projects will feature real-time multiplayer functionality and seamless browser performance.

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