Practicalities

As the hackathon is coming closer, we are getting ready to roll out the hackathon platform and all related practicalities. Please take a moment to read through this longish document to ensure your hackathon experience is as smooth as possible!

If anything in this doc needs further explanation, please post your questions on #admin-support in the Discord!

TL;DR:

1. Get to know the hackathon Starter Kit published on Thursday 23-Oct at 5 PM PT
2. Register on the Junction platform (link in the starter kit)
3. (optional) Check the Kickoff ceremony Friday 24-Oct at 5 PM PT (link in the starter kit)
4. Hack!
5. Submit your project by Sunday 26-Oct at 10 AM PT, and review others' projects
6. (optional) Tune in for the closing ceremony, Sunday afternoon PT (link in the starter kit)

Schedule

Times shown in Pacific Time, Coordinated Universal Time and China Standard Time. We will be using PT (Pacific Time) as the standard time for this event.

- **Starter Kit:** Thursday 5 PM PT (Saturday 01:00 UTC / 08:00 CST)
    - The tools featuring Unity MCP, Rodin3D, Decart.ai and Neocortex become available 24 hours before the kickoff.
    - You can start getting to know the tools, plan your project and start building on your own pace. This is to ensure that people from all timezones have sufficient time to build!
    - The starter kit has a link to register on the Junction platform. That's used to register your team and submit your project.
    - Check the starter kit for relevant links for kickoff and closing ceremonies!

- **Kickoff:** Friday 5 PM PT (Saturday 01:00 UTC / 08:00 CST)
    - Event starts officially with a short ceremony, where we go through the practicalities one more time and welcome you all to hack! This is not mandatory and you should receive all crucial information in this info package and the starter kit. There will be a recording if you want to check the ceremony afterwards.
    - Mentors and support are available after kickoff.

- **Submissions and Evaluation:** Sunday 10 AM PT (17:00 UTC / Monday 01:00 CST)
    - All projects need to be submitted by the deadline to be included in the evaluation process.
    - After submitting, each participant will get a number of projects to review.

- **Winners announcement and Wrap-up:** Sunday afternoon PT
    - In the final ceremony, we'll announce the winners of each category. We will show each winner's project on stage. Winners don't need to be available during the time of the ceremony. There will be a recording if you want to check the ceremony afterwards.

Challenges

Choose one (or more!) of three tracks:

🎮 AI-Game

Create a brand-new game where AI plays a role in development and/or gameplay mechanics.

🧩 AI-Remake

Reimagine a classic game or mechanic with AI, your creation should be something that couldn't exist without AI.

🚀 AI Tech Open Challenge

Build and demo AI-powered tech that connects to gaming in a novel way.

Rules and FAQ:

In the context of this hackathon, "AI" means Generative AI (GenAI), though traditional games AI can be mixed in. While we have some tools available, you can use any tools you want! You cover your own tool expenses → remember to remove API keys before sharing or submitting code.

You can start working on the project as soon as the Starter Kit becomes available. This rolling start exists to allow people to participate globally. You don't have to use the Starter Kit.

You are free to use any of your own material made before the hackathon, but doing so you acknowledge that it will be open-sourced. Don't use any material you are not comfortable to share with the rest of the Supercell AI Innovation Community. When submitting, you ensure that all submission material is original and free of third-party

restrictions. When submitting, you are asked to differentiate parts made during the hackathon and before.

All projects are open-sourced under the MIT License, meaning anyone can build upon and commercialize your work, as long as they credit the original creators.

You can submit to multiple challenges, but can only win in one. In an event where you are voted first in multiple challenges, the hackathon organizers will evaluate which challenge your submission fits the best.

Evaluation & Submission

Submit your project as a repository link and YouTube demo, uploaded via the hackathon platform Junction. Remember to submit the project by Sunday 10AM PT! Remove any API keys from your project before that.

Evaluation starts soon after the submission deadline. Evaluation is done using Junction's Gavel system:

- You get to vote for top projects in your sample pool
- All votes combined will determine the order of the best projects overall
- Supercell panel will evaluate the best projects and pick a winner for each category
    - Each category's top 3 will be rewarded
    - If your project fits into a category that you didn't originally submit for, the panel will make the adjustment and automatically evaluate the project in all challenges, so you need to submit only once.
- All projects will be published and Open-Sourced on the server after the event.

Participation & Registration

Register on the Junction platform, provided in the Starter Kit. Register your team on the platform at the latest before submitting your project. You can look for teammates in the Discord community, the Junction platform or at the physical venue. Your team can be max 3 people.

Anyone is welcome to participate! No prior experience required.

Before starting on Friday, make sure you and your entire team:

1. Have signed up to Luma (Online or On-site)
2. Are on the Discord server
3. Have registered to Junction platform

…and you're good to go!

Support

Supercell Mentors and tool support will be available on the Discord, starting **Friday** 5 PM PT.

Tools become available with the Starter Kit, starting **Thursday** 5 PM PT. Further instructions and install guides in the Starter Kit. You don't have to use the kit if you don't want.

The tools:
- **Unity AI MCP (Experimental)**: A lightweight microservice that connects the Unity Editor to approved AI tools via the Model Context Protocol. Provided for evaluation at this event, not an official Unity product. Use is optional and at participants' discretion.
- [**Decart.ai**](Decart.ai): AI research lab specializing in real-time video, including the only streaming video editing and restyling models.
- **Hyper3D Rodin**: AI 3D model, recognized at SIGGRAPH with multiple Best Paper nominations and Real-Time Live selections.
- [**Neocortex**](Neocortex)**:** A conversational AI platform for games that enables developers to create voice-enabled in-game characters with realistic dialogue and personality.
- *Want to include your tool here in the future hackathons? Reach out to matias.varjonen@supercell.com.*

On-site participants:

Arrive the latest at 4:45 PM on Friday. There will be snacks and drinks, but be prepared to get food on your own terms. You will be contacted directly for more details once the tickets have expired and selection has been done. Welcome to Supercell!

Prizes

Top 3 in each category gets to pick a prize from:

- 💻 MacBooks
- 🎮 GPUs
- 🧠 Office hours with Supercell's AI Team

That's all. Enjoy hacking and see you soon!