



## EDU GAMEJAM TASK BY GOVTECH

HackYeah 10-12.12.2021

Games connect millions of people around the world. They allow you to develop, explore and learn every day. Your task is to create a game related to education. There are no limits – feel free and do whatever you can imagine making a great educational game.

Why is education so much important? Because of fact, ten million players in Poland play thousands of hours every year. At the same time, the biggest group of those players are students – in primary schools, high schools or college.

### **Some details about the work:**

Themes: the game must relate to education.

Form: no restrictions on the making and playing of the game.

Language: Polish or English.

Using engines, assets, or other predefined objects: is allowed, but the Organiser has legal right to use it (including buying licences).

Work – submitted solution via the platform – must include:

1. title, team ID and list of team members,
2. description of game mechanics,
3. game screenshots,
4. max. 3 minutes video of gameplay,
5. obligatory source code,
6. compiled code for Windows 10 or 11 (if possible),
7. other files produced as a result of this competition (like snapshots, demo links, graphic materials, the schematic or graphic draft of the game).

If you use external storage, make sure that those files will be available for everyone with public access to watch them.

### **Prices:**

1st place – 60 000 PLN

2nd place – 40 000 PLN

3rd place – 20 000 PLN

Additional award – 9 000 PLN