# Haven Inland Empire Rules

All teams must submit 1 video game to Hack Club Haven.

⭐ Teams can be no more than 3 people! Participants are either working solo, duos, or trios.

**All teams need a SHIPPED project** in order to qualify for merch.

What is a “Shipped” Project?

| YES ✅ | NO ❌ |
| --- | --- |
| 1. Code is uploaded to a GitHub repository<br>2. Published on itch.io<br>3. Playable on someone else’s computer | • Youtube Video Link<br>• A private game (not public)<br>• Google Drive Link (yes, this happens)<br>• Website<br>• Local host link |

i.e. The games are NOT youtube videos. They shouldn’t need Java Development Kits

- Any programming language is allowed except for Scratch. Godot is recommended.
- You are highly encouraged to design your own assets for your game, however you are allowed to use publicly available and downloadable assets.

**Generative AI Policy**

- **AI generated assets are FULLY PROHIBITED.**
- AI assisted coding is **allowed but extremely discouraged.** If a project has a lot of AI code, it will not be eligible for prizes and participants may not get merchandise.
- Creating effortless slop for your projects is not allowed. If the majority of a project is created using AI, it will be rejected.