

# Coding & Software Development Track

So what's G:URL\*s actually?

Coding the future together.

is an English-speaking coding club

G:URL\*s

caters to FLINTA\* people

Speaker events, hackathons, workshops and many more...



#### **Upcoming Events - October 2025**

THU 2

#### **Welcome Event**

5:00 PM - 7:00 PM Universitätsring 1, 1010 Wien MARIETTA-BLAU-SAAL

TUE 21

#### The Freelancing Workshop

6:30 PM - 9:00 PM Mandlgasse 20/3-5, 1120 Wien

### **Two Sub-Tracks**

Challenge: How to Connect FLINTA\* in Tech/IT

**Game Development** 

# Challenge How to Connect FLINTA\* in Tech/IT

How to Connect
FLINTA\* in Tech/IT Current problems?

Underrepresentation

Isolation



### Challenge: How to Connect FLINTA\* in Tech/IT

#### Why is this challenge important?

- Breaking Down Silos Enable exchange of information
- Mentorship & Networking Opportunities
- **Empowerment** Collectively making a difference



# Challenge: Next steps

Step 1: Brainstorm & write down ideas

Step 2: Present & vote collectively

Step 3: Form groups around top ideas



Build **technical solutions** that help connect and empower FLINTA\* in tech.

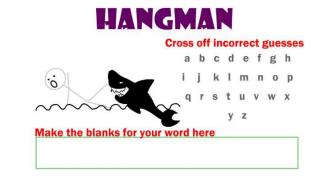
# **Game Development**



## Game Development Track: Creative Hangman

#### Challenge Overview

- Build a flexible, creative version of Hangman (either in a Text-Mode or Graphics-Mode)
- Theme is up to you not limited to the classic gallows.



# Cross off incorrect guesses a b c d e f g h i j k l m n o p q r s t u v w x y z Make the blanks for your word here



#### **Game Rules**

Computer selects a hidden word + shows its definition

Guess the whole word:
-win/lose immediately.

Guess a letter:
-If correct: reveal + gain 1 life.

-If wrong: lose 1 life.

**Game ends:** 

-All letters revealed (win).

-No lives left (lose).

\* all rules will be provided in the handout



#### What to Build



#### **Text-Mode Game**

- Word-definition pairs stored in a separate file.
- Main game logic in code.

#### **#** Graphics-Mode Game

- Intro screen with rules.
- Visual progress during play.
- Exit screen with result + definition.



# What we wish for you

Be Creative – Explore new themes & ideas \*\*

Have Fun – Enjoy building, don't stress perfection 😎

Try New Things – Experiment with tools & approaches

Challenge Yourself – Take risks, push beyond the usual \*\*



## Some Inspo











HEYE A

Famous Characters

S\_PER\_AN





SAVED: 81 BEST: 81 LET'S PLAY
Solve The Teacher
(hangman game)



# Let's turn caffeine into ideas & code