Games get boring when they start repeating themselves and do not offer players new content. Procedural content generation (PCG) is increasingly used to generate this content. PCG-based game design decreases the need to have a human designer or a writer to generate the content. Algorithmic creation of game content can augment the creativity of human designers and this makes it possible small so-called indie teams to create the content for their game without the big resources. In this work, the field of PCG is introduced. Application of PCG is shown through a mobile game implementation. The implementation details of the mobile game Rush Hour will be presented that makes use of Foursquare, Twitter and Mapbox APIs, which eases the content creation using open data as the input of PCG.