Specification Document - AppRush 1337 Hackathon

Event Management App for 1337

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1. Context

The goal of this hackathon is to design and develop a mobile application for managing events at **1337 School**. The app should address the needs of students and staff by simplifying event organization, discovery, and participation (workshops, talks, coding nights, etc.).

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2. Objectives

The app must enable:

- **Event Discovery**: Display upcoming events with details (date, location, description).
- **RSVP & Calendar**: Allow users to register for events.
- **Notifications**: Send reminders and updates about events.
- **Check-ins & Feedback**: Facilitate attendee check-ins and collect post-event feedback.

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3. Core Features

Essential Features

- **42 authentication:** Users must be able to log in using 42 Intra.
- **Homepage**: Should creatively showcase events and engage users.
- **Event Details**: Description, location, date, speakers, max capacity.
- **RSVP System**: Button to register/unregister for events.
- **Push Notifications**: Reminders before events and important announcements.
- **Feedback Form**: Post-event rating and comments.
- **Admin Interface:** Admins should have a dashboard to approve, remove, or manage events.
- **Settings Page:** A page where users can customize app settings (e.g., language, theme, etc.).

Optional Features (Bonus)

- Event discussion chat/forum.
- Personalized recommendations based on interests.
- Organizer dashboard (participation stats, feedback analytics).
- **Integrated Calendar**: Sync with personal calendars (Google/Apple Calendar).
- **Check-in System**: QR code or manual validation for attendance.

And don't limit yourself here you can add as many features as you want.

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4. Target Users

- **1337 Students**: Discover and attend events.
- **Organizers (Staff/Clubs)**: Create and manage events.

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5. Technical Constraints

- **Tech Stack**: Open choice (Flutter, React Native, Firebase, etc.).
- **Code**: Must be written during the hackathon (no pre-existing code).
- **Originality**: No plagiarism (**copying someone else's work and presenting it as your own**) projects must be unique.

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6. Deliverables

- **Source Code** (hosted on GitHub).
- **Demo Presentation** (10-15 mins): Functional demo as a video
- **APK**: build app apk for users testing .

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7. Judging Criteria

- **Technical Quality** (10 pts): Clean code, solid architecture.
- **UI/UX** (10 pts): Intuitive and visually appealing design.
- **Innovation** (10 pts): Creative features or solutions.
- **1337 Relevance** (10 pts): Meets the school's needs.

- **Presentation** (10 pts): Clarity and persuasiveness.

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8. Resources & Support

- **Recommended Tools**: Flutter, Firebase, Figma, GitHub.
- **Mentors**: Available for technical guidance.
- **Infrastructure**: Wi-Fi, rest zones, food, charging stations.

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9. Schedule

- **48 Hours**: Intensive development (see detailed agenda in the PDF).
- **Submission Deadline**: End of the hackathon.

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10. Rules

- Team size: 3-5 members.
- Respect deadlines and fellow participants.