St. Mary's University

<u>Hackathon Challenge</u>

<u>Participant Eligibility</u>

- The hackathon is open to all students enrolled at St. Mary's University.
- Participants may form teams of 2-4 members.
- Individual participants are also welcome.

<u>Project Scope</u>

1. Project One

Participants must develop a University Centralized Room & Equipment Booking System.

The University Centralized Room & Equipment Booking System should have the following core functionalities:

- Students and staff authentication with university credentials
- View available rooms/equipment by date & time.
- Make and cancel reservations
- Certain rooms or devices may need admin approval
- Confirmation emails or push notifications before bookings.
- Ability to perform basic tasks (e.g., setting reminders, providing personal calendar view)

Admin Panel:

- Add/edit/delete rooms, availability, and equipment.
- View usage reports

2. Project Two

Participants must develop a web/mobile-based Lost & Found System (Campus Scope)

The Lost & Found System should include features such as:

- Students and staff authentication with university credentials
- Item Report Forms: Lost an item: submit item details, date, location, and contact info.
- Found an item: upload item photo and location found.
- Users can browse reported lost/found items; The system suggests matches based on keywords (e.g., "black wallet").
- Notify both parties when a potential match is found.

Admin Panel:

- University staff moderate reports, resolve disputes, or verify sensitive items.
- Analytics Dashboard (Optional):
- Show stats like most lost item types, return rate, locations.

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Submission and Judging

Participants must submit their projects by the end of the third day of the hackathon.

Submissions must include the following:

- Source code and documentation
- A 5-minute video presentation demonstrating the project

Projects will be evaluated by a panel of judges based on the following criteria:

- Functionality and user experience
- Technical complexity and innovation
- Social impact and real-world applicability
- Presentation and overall quality of the submission

Prizes and Recognition

The top three teams will receive cash prizes and certificates of achievement.

Winning teams will also have the opportunity to present their projects hosted by the university.

Code of Conduct

Participants are expected to act with integrity, respect, and professionalism throughout the hackathon.

Any form of cheating, plagiarism, or unethical behavior will result in immediate disqualification.

Participants must respect the intellectual property rights of others and refrain from using copyrighted materials without permission.

Intellectual Property

- All intellectual property rights related to the projects developed during the hackathon will be owned by the participating teams.