

Comprehensive Hackathon Guide: Unity Streaming Challenge

Table of Contents

1. Introduction and Theme
2. The Challenge
3. Participation Categories
4. Prizes and Opportunities
5. Unity Installation Guide
6. GitHub Setup and Repository Cloning
7. Discord Server Setup
8. Hackathon Schedule and Timeline
9. Project Requirements and Submission Guidelines
10. Judging Criteria
11. Available Resources and APIs
12. Mentorship and Support
13. Code of Conduct
14. Frequently Asked Questions (FAQ)
15. Contact Information

1. Introduction and Theme

Welcome to our Unity Streaming Challenge Hackathon! This event focuses on innovating and implementing key features for a multiplayer gaming platform.

Participants will work on enhancing the streaming experience through voice chat, text interactions, and spectator engagement.

IMPORTANT: ALL PARTICIPANTS MUST REGISTER BY AUGUST 30th TO PARTICIPATE

2. The Challenge

We are aiming to implement and innovate on the following key features:

- **In-game Voice Chat:** Enable real-time voice interactions for up to four players during gameplay.
- **Text Chat Stream:** Create a dynamic platform for spectators to comment and engage as the game unfolds.
- **Up Next Feature:** Develop a queue system that allows spectators to easily join games as opportunities arise.

3. Participation Categories

Participants can compete in one of three ways:

1. **Ideation:** Bring fresh perspectives by assessing our current concepts, suggesting enhancements, or proposing entirely new feature ideas that could revolutionize the user experience.
2. **UI/UX Design:** Evaluate and enhance the aesthetic and functional aspects of our design. You can also choose to completely reimagine the interface to make it more engaging, intuitive, and/or more user-friendly. It's up to you!
3. **Technical Development:** Build on the provided UI assets to create robust game streaming features. Whether it's refining our existing ideas or creating new solutions, use your technical experience to show off your skills.

4. Prizes and Opportunities

Winners will walk away with:

- A Blvck Spades prize pack
- Tickets to the BITCON Benefit Concert featuring Rick Ross

- Potential paid opportunities
- Exclusive opportunities to meet with recruiters from Square
- And more!

5. Unity Installation Guide

For Windows Users:

1. Visit the Unity download page: <https://unity.com/download>
2. Click on "Download Unity Hub"
3. Once downloaded, run the UnityHubSetup.exe file
4. Follow the installation wizard to install Unity Hub
5. Open Unity Hub after installation
6. In Unity Hub, go to the "Installs" tab
7. Click "Add" and select the latest Long Term Support (LTS) version of Unity
8. In the components selection, ensure "Microsoft Visual Studio Community" is checked
9. Complete the installation process
10. Once installed, create a new project to verify the installation

For Mac Users:

1. Visit the Unity download page: <https://unity.com/download>
2. Click on "Download Unity Hub"
3. Once downloaded, open the UnityHubSetup.dmg file
4. Drag the Unity Hub icon to the Applications folder
5. Open Unity Hub from the Applications folder
6. In Unity Hub, go to the "Installs" tab
7. Click "Add" and select the latest Long Term Support (LTS) version of Unity

8. In the components selection, ensure "Microsoft Visual Studio for Mac" is checked
9. Complete the installation process
10. Once installed, create a new project to verify the installation

Troubleshooting:

- If you encounter any issues, please check the Unity documentation: <https://docs.unity3d.com/Manual/GettingStartedInstallingUnity.html>
- For any persistent problems, reach out to our hackathon support team on Discord

6. GitHub Setup and Repository Cloning

1. Create a GitHub account:
 - If you don't have a GitHub account, go to <https://github.com> and sign up.
2. Install Git:
 - For Windows: Download and install from <https://git-scm.com/download/win>
 - For Mac: Install via Homebrew with `brew install git` or download from <https://git-scm.com/download/mac>
3. Configure Git (open terminal or command prompt):

```
git config --global user.name "Your Name"
git config --global user.email "your_email@example.com"
```

4. Clone the hackathon repository:
 - Open terminal or command prompt
 - Navigate to where you want to store the project
 - Run the following command (replace with the actual repository URL):

```
git clone <https://github.com/your-organization/hackathon-repo.git>
```

- Enter your GitHub credentials if prompted

5. Verify the clone:

- Navigate into the cloned directory:

```
cd hackathon-repo
```

- Check the contents:

```
ls (for Mac/Linux) or dir (for Windows)
```

7. Discord Server Setup

1. Join our Discord server:

- Use this invite link: [Insert your Discord invite link here]
- If you don't have Discord installed, download it from <https://discord.com/download>

2. Server Structure:

- #welcome: Important announcements and introductions
- #general: General discussion
- #technical-support: For technical questions and issues
- #team-formation: Find team members here
- #resources: Useful links and documents
- #project-showcase: Share your project progress

3. Voice Channels:

- General Voice Chat: For casual conversations
- Mentor Sessions: For scheduled mentoring

- Team Rooms: Numbered rooms for team discussions

4. Roles:

- You'll be assigned the "Participant" role upon joining
- Mentors and organizers will have special roles

5. Etiquette:

- Be respectful to all participants
- Use appropriate channels for your messages
- Don't spam or share inappropriate content

6. Getting Help:

- Use the #technical-support channel for any technical issues
- Tag @Mentor or @Organizer for specific help

7. Stay Active:

- Enable notifications for important channels
- Check the server regularly for updates and announcements

8. Hackathon Schedule and Timeline

[Insert your specific hackathon schedule here. For example:]

- September 4, 10:00 AM: Check-in and Opening Ceremony
- September 4, 11:00 AM - September 6, 3:00 PM: Hacking Time
- September 6, 3:00 PM - 7:00 PM: Project Presentations and Judging
- September 6, 8:00 PM: Awards Ceremony and Closing

9. Project Requirements and Submission Guidelines

- Project Theme: Unity Streaming Challenge (as described in sections 1 and 2)
- Team Size: [Specify allowed team size, e.g., 2-5 members]
- Submission Requirements:

- GitHub repository with all project code
- Short project description (max 250 words)
- 3-minute demo video
- Presentation slides (optional)
- Submission Deadline: [Specify deadline, e.g., September 6, 3:00 PM]
- Submission Platform: [Specify where/how to submit, e.g., DevPost, Google Form]

10. Judging Criteria

Projects will be evaluated based on:

1. Innovation and Creativity (25%)
2. Technical Complexity (25%)
3. Functionality and Completeness (25%)
4. Presentation and Demo (25%)

11. Available Resources and APIs

- [List any specific APIs, libraries, or tools that participants are encouraged to use]
- [Include links to documentation or tutorials for these resources]

12. Mentorship and Support

- Mentor availability hours: [Specify times when mentors will be available]
- How to request mentor help: [Explain process, e.g., through Discord channel]
- Areas of expertise available: [List broad categories, e.g., Unity, Streaming technologies, UI/UX]

13. Code of Conduct

- Treat all participants with respect and kindness

- Harassment and discriminatory behavior are strictly prohibited
- Collaborate openly and share knowledge generously
- Respect intellectual property rights
- Any violations should be reported immediately to the organizers

14. Frequently Asked Questions (FAQ)

1. Q: Can I start working on my project before the hackathon?
A: No, all coding must be done during the designated hackathon hours.
2. Q: What happens if I encounter technical issues during the event?
A: Reach out immediately in the #technical-support channel on Discord.
3. Q: Are there any prizes for the winners?
A: Yes, winners will receive a Blvck Spades prize pack, tickets to the BITCON Benefit Concert featuring Rick Ross, potential paid opportunities, exclusive meetings with Square recruiters, and more.

15. Contact Information

For any questions or concerns, please contact:

- General Inquiries: [email]
- Technical Support: [email or Discord channel]
- Emergency Contact: [phone number]

We're excited to see what you'll create! Good luck and happy hacking!