

## **What is the hackathon challenge?**

The RTO Hackathon (Return To Owner) is a partnership with Walmart Technology and American Pets Alive (AmPA). AmPA is the national education arm of Austin Pets Alive, the largest no-kill shelter nationwide, which aims to save as many animals as possible from unnecessary deaths.

Helping AmPA solve problems within the common “Return to Owner” process, when a lost animal is brought to a shelter. We’ve created 3 different challenges focused on software engineering, data science, and innovation. To read more about the challenge, find our linked in the #info-hub channel of Slack.

## **What are the venue details?**

This is virtual! We will utilize Slack, Zoom and Walmart’s surveying tool (FeedbackAlly) to virtually host participants. You can connect with other participants on Slack through [this link](#).

## **How are teams formed?**

As soon as you RSVP for the event, you will receive an invitation to join our Slack group, where you can meet other participants. You can have your friends join you to form a team or meet new people in the “Team-Formation” channel on Slack.

Additionally, Walmart will host a Speed Social event on July 7<sup>th</sup> from 12-1pm. You can join us at this event through [this link](#).

Team formations are due by 10pm on July 22<sup>nd</sup> through [this link](#).

## **What is the allowable team size?**

Teams may have 1-5 members, but no matter the number of teammates, make sure to cover as many roles as needed, such as development, data science, design (UI/UX), and pitch.

## **How will I submit my final project?**

Your final project submissions are due on Sunday, July 24<sup>th</sup> at 12pm CT through [this link](#). You'll need to include an updated list of your team members (if this has changed), a link to your team's GitHub repository, and a link to your team's presentation showcasing the work you've done for this hackathon.

## How will my team's submission be judged?

The panel of Judges will judge the entries submitted by eligible Teams according to the following weighted judging criteria:

- **Relevance / Fit:** (25%)
  - How well does the solution solve the problem or prompt?
- **Functionality:** (25%)
  - Does the solution function the way it is described to function?
- **Technical Difficulty:** (25%)
  - How advance or difficult to create are the technologies used within the solution?
- **Impact:** (25%)
  - How much benefit does the solution provide the end user?

More information regarding the judging criteria can be found through in the #info-hub channel of Slack.

Each team will be scored on a scale of 0-3 points for each category described above. In the event of a tie, the Team that has been awarded the highest number of **Impact** points among the tied Teams will be declared the winning Team. Decisions of the Judges are final and cannot be challenged.

Winners will be announced via on July 24<sup>th</sup>, 2022. For a winners' list, send an email with "Live Better Hack Winner's List Request" in the subject line to [desmond.thomas@walmart.com](mailto:desmond.thomas@walmart.com) no later than August 21, 2022.

## Are there prizes?

1<sup>st</sup> Place – One (1) [Oculus Quest 2](#) for each member of the team placing first, up to five (5 total team members).

2<sup>nd</sup> prize – One (1) Various 3D Printers for each member of the team placing second, up to five (5 total team members).

3<sup>rd</sup> prize – One (1) [DJI Tello Drone](#) for each member of the team placing third, up to five (5 total team members).

The prizes are neither exchangeable nor refundable against their cash value. Sponsor reserves the right, at their sole discretion, to replace the prizes by others of equivalent value, without liability being incurred thereby.

The announcement of the decision by the Judges will be made on July 24<sup>th</sup>, 2022.

### **How and when will prizes be allocated?**

Prizes will be distributed by sponsor to the winners within a maximum of approximately 120 days after the announcement of the winners, to the addresses indicated by the winners in accordance with its policies.

Sponsor cannot be held liable because of an error of routing of the prize, the loss of prize during shipment, or the impossibility to contact the winner.

### **What is the hackathon schedule?**

Subject to possible changes, the Hackathon agenda shall be as follows:

- **Pre-Hackathon Webinars:**
  - Be in the know! To better prepare you for this hackathon, there will be 3 pre-hackathon webinars:
    - **July 5<sup>th</sup>, 2022 – 11:00am – 12:00pm CT**
      - Attendee Informational (to learn about the problem statements)
    - **July 7<sup>th</sup>, 2022 – 12:00pm-1:00pm CT**
      - Speed Social (to meet other people to form teams)
- **July 22<sup>nd</sup>, 2022 - The RTO Hackathon Officially Begins**
  - Submit team information by 10pm CT
  - Teams may now begin working on their projects for the next 48 hours.
  - Have a question? Mentors are available online throughout the hack!
    - Reach out to Mentors via Slack.
    - Crash Test - Discuss your preliminary project ideas and receive valuable feedback.
    - Need help with your presentation? Reach out to Desmond Thomas or Aishwarya Srikanth on Slack.
- **July 24<sup>th</sup>, 2022**
  - **12:00pm CT** – Final project submission. All projects, which includes your team's Github repository link, link to presentation slides, and updated team member

information must be submitted by 12pm CT (local time) to qualify for the hackathon judging.

- **12:00pm - 2:00pm CT** – 1<sup>st</sup> round of judging. A team of mentors will look through all project submissions and pick the top 10 teams to move to the final round of judging, which includes live pitches.
- **2:00pm – 4:30pm CT** – Closing Remarks and Pitches. The top 10 teams will do a live pitch, which will consist of 5 minutes to pitch, 5 minutes for Q&A, and a 2-minute transition time.
- **4:30pm – 5:00pm CT** – Judges deliberation. The judges will choose the top 3 teams to win the hackathon based on criteria listed below.
- **5:00pm – 5:30pm CT** – Winner's announcement.