

HACKTRIN 2016

Rules

- 1) **Build something related to wellness and fitness.** You can make your project in any language(s) and programs you wish. Projects will be judged on complexity of code, aesthetic quality, and creativity/usefulness of the idea.
- 2) Starting Wednesday, January 27th coding is permitted. Any teams who start work on their projects before this date will be disqualified. Coding will end at 4 pm on January 31st, with all computers closed and put away at this time.
- 3) All teams must present their projects in less than three minutes, sending one presenter per team, and must run the project in real time on a team members' device for the presentation.
- 4) Feel free to use any tools, tricks, gems, shortcuts, or workarounds you've discovered over the years to help you build quicker. You may use any frameworks, hosting services, etc.
- 5) Teams must compete in groups of 2-4 students, and are allowed to be mixed from different schools.
- 6) Each school represented must have one adult chaperone employed by the school at the hackathon on Sunday.
- 7) Teams have full ownership of everything they build at our events and are free to do with it as they wish.
- 8) Most importantly – have fun! This is a learning event so feel free to consult any documentation, mentors, and tutorials that you wish, but all code should be completed by team members.

Itinerary

8:00am-8:30am: Sign in and set up.

8:30am-9:30am: Welcome and sponsor presentations.

9:30am-12:30pm: Coding and workshops (HTML/CSS, Arduino, p5.js).

12:30pm-1:00pm: Lunch.

1:00pm-4:00pm: Coding

4:00pm-6:00pm: Presentations and Awards

Special Thanks To

Fedora
ADI
Girls Who Code

hackNY
Adventure Cow
Github

Wifi: Trinity_Guest

Username: student

Password: blizzard