

# 24-hrs Hackathon

Techfluence 2k22

**Co-ordinator:** Atharva Parkhe

**Sub-ordinator:** Edgar Camelo, Akash C Sanjeev

**First place:** Rs. 15,000/-

**Second place:** Rs. 10,000/-

**Entry fees:** Rs. 1000/- per team

**Team Size:** 1-3 members

**Max Teams:** 15 teams

## **Schedule :**

### **Day#1 :**

- Morning 8:00am topics released.
- Teams Would select topics based on first come first serve basis.
- If team does not select topic before start of hackathon, then a random topic (form the topic list)would be assigned to that team.
- Morning 10:00am Hackathon Starts.

### **Day#2 :**

- Morning 10:00am Hackathon Ends. Coding time over.
- Last moment to upload to GitHub.
- 11:00am Presentation to judges would start.
- Result Declaration at the ending ceremony of the event.

## **Structure :**

- Participating Team has to build an application based on the topic they selected.
- Participating Team can build the any sort of application. Eg- Android app/ iOS app, web app, website, flutter app, etc.
- Each team would be assigned a GitHub repository to upload their code.
- Team has to build the application and upload the code to the GitHub repository assigned to them.
- Teams can make ppt/video presentation which they would use while explaining their application to the judges.
- GitHub Readme template and sample ppt template would be provided.
- GitHub repos would get locked after 10am of day 2.
- The code will be cloned to the organisers system and run while presenting to judges.
- Participants can implement 3rd party apis in their application.

## **Judgement Criteria:** ( out of 10 points for each criteria )

### **1. Business Value**

- How significant and relevant is the problem that the solution is trying to solve? Does that problem affect a market that we know and understand? Does it have a market?

### **2. Level of Innovation**

- Awareness of other attempts to solve the same problem they are? Does it pull something off that hasn't been pulled off before? Does it do something new and unique?

### **3. Functioning of the application**

- Does the application has all the basic function needed to solve the problem? What other functionality has been added other than basic problem statement requirements ?

### **4. Complexity of the application**

- What is the level of complexity of logic required to implement the functions/ solution to the given problem statement ?

### **5. Ease of use of application (UI/UX)**

- How easy is it to navigate through the application ? How does the colour theme, shape and size of the elements in the UI make up for the application ?

### **6. Scalability of the application**

- How well would this application scale Vertically and Horizontally in real world scenario ? Can this be implemented with large user base ?

### **7. Presentation \***

- How well was the presentation of the solution for the given problem statement ? Explanation of Technologies used and the logic applied to solve the problem.

### **8. Readability of code and general conventions followed while coding \***

- Tie breaker —> explanation of code. Readability of code by other developer who could possibly work on same project. Follow of general rules while coding. Use of proper indentation, comments, etc. for the understanding of other developers who would read through the code.

## **Tie Breaker:**

- In case if 2 or more teams have same score, Re-evaluation would be there based on the same criteria as mentioned above.

## **Presentation:**

- Teams should present their solution to the judges.
- Teams can make use PPT/video for presentation.
- Each team has 10 minute to present their solution the given problem statement to the judges.
- Teams have to run the application ( live demo ) while explaining/presenting to the judges.
- Teams have to answer to the queries raised by the judges.

### **What all we would provide:**

1. **Internet :**
  - WiFi
  - In case not working - Participants mobile data
2. **Food :**
  - Breakfast, Lunch, Snacks, Dinner, Water, Coffee.
  - Big Water Bottles and glasses.
  - Coffee Machine and paper cups.
    - Coffee Powder, Milk, Water.
3. **Accommodation :**
  - Hall -> One table and 3 chairs per team, with power-supply (2 sockets).
4. **Power Supply** - 2 Sockets per team.
5. **Medical Support** - Medical Team, Nurse (if required).

### **Possible Errors and its Solutions:**

1. **Power Failure:**
  - All participants would be working on laptops, hence they would have battery backup. In case of Power failure, Generators to be used.
2. **Internet Failure:**
  - Incase of internet failure, participants should use their own mobile data.
3. **Hardware Failure:**
  - Incase of hardware failure, participants would be provided by a computer.
  - Need to keep 5 PC's as backup system.
4. **Software Failure:**
  - Incase of software failure, participants can re-download and configure the software using WiFi.
  - Or can also use the backup system.
5. **Medical Emergency:**
  - Incase of medical emergency, participant would be taken care of by the medical team.
6. **Environment Runtime Error:**
  - Incase of environment error while running on organisers system (whole presentation in front of judges), participants can use their own system for presentation (points would be reduced in this case).