# A2SV Internal Hackathon Checkpoint 1

## Objective:

The purpose of this template is to provide you with a structured format for submitting your progress updates during the hackathon. By using this template, you can ensure that you include all the necessary information in your submissions and make it easier for judges and mentors to evaluate your progress. The template can also help you stay organized and focused on your goals throughout the hackathon.

**Deadline:** April 18 2:30pm (8: 30 LT)

## Instructions:

1. Create a copy of the template and name it as ***“A2SV Internal Hackathon | <Team Name> Checkpoint 1”***.
2. Fill in the relevant details for your project according to the template.
3. Remove section descriptions and examples from the document.
4. Allow **viewer** access to [community-education@a2sv.org](mailto:community-education@a2sv.org).
5. Remove the **“Objective”** and **“Instructions”** sections from your document.
6. Submit the **document link** to Checkpoint 1 submission form.

**Note** : *Only the team captain should submit the document.*

**Project Title**: [Project Name]

Example: ATRONS

**Team Name**: [Team Name]

Example: The ATRONS Team

**Team Captain Name**: [Captain Name]

Example: Member 1

**Team Members**: [List of team members]

Example:

* [Member 1]
* [Member 2]
* [Member 3]

**Problem Statement:**

[Provide a brief overview of the problem your project aims to solve, including any relevant statistics or examples]

Example:

African university students face a number of challenges, including:

* Lack of access to quality education
* High cost of tuition
* Lack of financial aid
* Lack of resources
* Lack of support

**Solution Idea:**

[Describe your solution to the problem, including any features or functionalities you plan to include in your project]

Example:

ATRONS is a learning resource sharing application that aims to solve these problems by making it easy for African university students to find and access the resources they need. ATRONS will be a web-based application that allows students to search for and share learning resources. Students will be able to find resources by subject, grade level, and other criteria. They will also be able to create their own resources and share them with others. ATRONS will be free to use and will be available in multiple languages.

**Project Scope:**

[Outline the scope of your project, including any features or functionalities that you plan to implement during the hackathon]

Example:

During the hackathon, we plan to develop the core functionality of ATRONS, including the ability to search for resources, create resources, and share resources. We also plan to develop a user-friendly interface and to make ATRONS available in multiple languages.

**Relevance to Hackathon Theme:**

[Insert a description of how your project relates to the overall theme of the hackathon]

Example:

The hackathon theme is "African University Students’ Problems". ATRONS is a technology that can help to solve the problems faced by African university students by providing academic resources for the better learning of African university students.

**Technical Stack:**

* Programming Languages: [List of programming languages and their intended purposes in the project]
* Frameworks/Libraries: [List of frameworks/libraries and their intended purposes in the project]

Example:

* **Programming Languages:** JavaScript (for front-end development), Python (for back-end development)
* **Front-end Frameworks/Libraries:** React (for building the UI), Redux (for state management), Axios (for HTTP requests), Bootstrap (for styling)
* **Back-end Frameworks/Libraries:** Flask (for building the API), SQLAlchemy (for ORM), Flask-RESTful (for building RESTful APIs)
* **Tools:** Git (for version control), PostgreSQL (for database management), Docker (for containerization), AWS S3 (for storing media files

**Goals for Day 1:**

[Insert a list of the specific goals that you plan to achieve by the end of day 1, such as completing a particular feature or establishing a solid project foundation]

Example:

Our goals for day 1 are to:

1. Complete the user stories for searching for resources and creating resources:

* Implement the search feature and ensure it returns accurate results.
* Allow users to create resources with a title, description, and tags.
* Implement form validation to prevent users from submitting invalid data.

1. Develop a user-friendly interface:

* Create a responsive design that looks good on all devices.
* Use clear and concise language throughout the app.
* Make sure that all elements of the interface are intuitive and easy to use.

1. Make ATRONS available in multiple languages:

* Implement localization for at least three languages (e.g. English, Amharic, and Turkish).
* Ensure that all text within the app is properly translated.
* Allow users to switch between languages seamlessly.

**Current Status:**

[Insert a brief update on the current status of your project, including any progress you have made towards your Day 1 goals. This can include any challenges you have encountered.]