



Flutter Festival

GDG Algiers

Hacker Guide



Fast and Hack With Flutter



Flutter Festival



Flutter Festivals is a community led event series where developers can join to learn the fundamentals of Google technologies featuring Flutter, Firebase and Google Cloud content. GDG Algiers is celebrating Flutter in its own way by hosting a hackathon, a Flutter challenge and more.

Fast and Hack with Flutter

Ramadan is our chance to fix ourselves and spirits, and with all the technology that conquered the world, it can be used to help muslims achieve the best version of themselves during this holy month.

GDG Algiers decided to host a hackathon under the theme "Fast and Hack", to help the tech community get closer and to build solutions for problems that muslims may face each year during Ramadan.

This year's edition is a little special because we're also celebrating Flutter, the Google technology that has been growing exponentially during these past couple of years. Get your coding skills ready and hop on the festival!



Agenda

Day 1: Sunday, April 3rd, 2022.

Timing	Activity
17:00 - 17:45	Hackathon's opening ceremony
17:45 - 19:00	Last chance for team building
18:00 - 23:00	Hackathon launch
23:00 - 00:00	Fun activity (Gather Town)

Day 2: Monday, April 4th, 2022.

Timing	Activity
00:00 - 22:30	Hacking resumes
22:30 - 00:00	Mentoring session + Fun activity

Agenda

Day 3: Tuesday, April 5th, 2022.

Timing	Activity
00:00 - 01:00	Mentoring session + Fun activity
01:00 - 17:00	Hacking continues
17:00 - 18:00	Fun activity on Discord
18:00 - 23:00	Hacking resumes
23:00 - 00:00	Mentoring session

Day 4: Wednesday, April 6th, 2022.

Timing	Activity
00:00 - 01:00	Mentoring session
01:00 - 16:00	Hacking continues
16:00 - 17:00	First submission deadline!

Timing	Activity
17:00 - 23:00	Fun activity
23:00	Finalists announcement
23:00 - 00:00	Hackathon resumes for the finalists

Day 5: Thursday, April 7th, 2022.

Timing	Activity
00:00 - 16:00	Hacking continues for the finalists
16:00	Final submission
16:00 - 18:30	Solutions' presentations
18:30 - 23:00	Break
23:00 - 00:00	Winners' announcement + Closing ceremony

Hackathon Tracks

The main theme is “Fast and Hack” can be divided into 3 sub-themes that our team prepared for the contestants:

- **Spiritual experiences**

Ramadan is the holiest month in the Islamic calendar, it's only fair to do ourselves and spirits a favor by spending most of our time worshiping and doing good deeds.

This track will be dedicated to muslims all over the world to get closer to Allah by helping them in their spiritual experience and making every day count. The solution to this track can be anything related to the five Islam pillars, good deeds, getting back on track ... etc.

- **Volunteering**

God is intentional, so He does not keep anyone on earth that doesn't have to be here; if we are blessed with more life, it is because someone in the world needs us.

Volunteering is such an important deed in the islamic religion, we're here to help eachother grow and see each other having a comfortable life.

There isn't necessarily a time for volunteering, but a heart. Charity work is extremely important because it's one of the five islamic pillars (Zakaat). The solution of this track can be such a help for poor people, homeless people or even students or workers who are far from home.

A little goes a long way, as *Ali Ibn Abi Talib* said: "Don't feel ashamed when giving little for charity; that is because there is always goodness in giving no matter how little."

- **Productivity in Ramadan:**

Fasting can sometimes be tiring for muslims all over the world, but know that with each day passing by, we're one step closer to heaven. We're not only required to stop eating during the day, Allah asks us to work and behave and do our chores on a daily basis, it's true that productivity can be hard to achieve without any energy but with the right motivation, you can do just that.

This track covers Ramadan's productivity ideas, helping muslims work and stay motivated during their days through the holy month. The solution can be a motivational app to do their pillars, work from home, have a hobby ... etc.

First Submission Process:

After working on their projects for 3 days, the teams will make their first submission in Devpost platform where they will need to deliver:

- Their solution's name & description with the chosen track.
- Added value & impact.
- Target users.
- Main features of the solution, with a brief description.
- Implementation technologies.
- Prototype link.
- GitHub repository link (must be public).
- A 5 minute presentation of the solution (youtube link, shared drive link...).

After that, the mentors will take a look at the submissions and select N teams which will pass to the next step according to the criterias mentioned below.

The mentors will leave documents for the final teams regarding some points related to their projects so they can work on them before the final presentation.

Final Presentation Process:

The finalists will continue working on their projects for a specific time after a review is left by the mentors about their projects. After that, they will present their final work to the judges in the last day of the hackathon:

- 5 minutes for the presentation.
- 3 minutes for the questions.

After the presentations, the judges will take time to evaluate the work of the final teams and then select the 3 winning teams according to the judging criteria.

Judging Criteria:

- **Idea 25% :**

- Innovation : 5%
 - Does it pull something off that hasn't been pulled off before?
 - Does it do something new and unique?
- Simplicity : 5%
 - Is the application simple to use and can the team explain it clearly in three sentences or less ?
- Scalability : 5%
 - Can the solution be improved in the future ?
 - Is the application scalable ?
 - Can the system grow with functionalities and in capacity ?
- Impact : 10%
 - How well does the solution address the goals defined for this challenge?
 - Does the app have a long term impact as a digital solution ?
 - Is the added value of the app valuable and significant ?

- **Implementation 35%**

- Are the technologies used by the team relevant to the implementation of the idea ?
- How technically impressive was the hack?
- Was the technical problem the team tackled difficult?
- Did it use a particularly clever technique or did it use many different components?
- Is the final result similar to the proposed prototype?

- **Design 20%**

- Did the team put thought into the user experience?
- How well designed is the interface?
- How user friendly is the app ?

- **Presentation 20%**

The final presentation (and/or video presentation of the first submission) will be evaluated based on the following criteria:

- How well is the presentation delivered?
- How technically impressive was the hack?
- Was the technical problem the team tackled difficult?
- Did it use a particularly clever technique or did it use many different components?
- Is the final result similar to the proposed prototype?