Hackathon Grading Criteria

During the evaluation period, the teams will present and deliver their challenges to the jury. Judges will check the source code of their solutions to evaluate a grade per challenge. The sum of all those grades will be the final score of each team.

Challenges

There are a total of six independent challenges. Three of these challenges are mandatory and a minimum one of the other challenges is required to be eligible to win the prize.

Mandatory Challenges
- ♜ Butterfly business
- ♜ Portions of Integers
- ♜ Sequence resemblance
- ♜ One game from the *"Other Challenges"*

Other Challenges
- ♜ Werewolf game
- ♜ Space invaders game
- ♜ Pacman game

Competition

Every challenge that a team delivers as finished immediately receives 10 points. The results and the source code of every challenge will be checked by the jury, and from those 10 points, some will be subtracted when violations of clean code principles or design principles are spotted. If the code is too spaghetti it might receive 0 points in the end!

Every team sums up the final grade of each of the challenges that they delivered. This will be the final score of that team and, therefore, the one that will be used to compete against other teams. In case of a tie, the jury will choose one common challenge that both teams delivered, recheck them with a more critical eye and give a final decision.

Grading factors

The factors that will determine the code quality are explained below. Violating one of them at any time will cause subtraction of one point. In case there are multiple violations of the same factor and the number exceeds -10, then negative marking will carry on when grading the next challenge.

- ♜ Clean Code
- ♜ K.I.S.S
- ♜ D.R.Y
- ♜ S.L.A.P.
- ♜ Cohesion
- ♜ S.O.L.I.D.