

HackMS'26 Official Hackathon Rules

Microsoft Student Club, Uva Wellassa University

1. Event Format

- In-person hackathon at the University.
- ON 2nd of January 2025 & 3rd of January 2025 (Overnight Hackathon)
- Duration: 12 continuous hours.
- Teams must build a complete functional tech project during the event.

2. About The Development Topic (SDG-Based Project Topics)

We are providing three Scenarios related to the **Sustainable Development Goals (SDGs)**. You need to select one scenario and pick a topic related to that scenario and start the development process. If you do not have a clear idea about the SDG goals, you can refer to this link for more information: <https://sdgs.un.org/goals>

During the Hackathon

Teams **should** to prepare:

- UI sketches/wireframes
- Database ERD or table planning
- Architecture diagrams or concept notes
- Tech stack selection

Teams **are not allowed** to:

- Write any code before the event
- Use previously built projects
- Bring ready-made templates
- Pre-create databases or APIs

All coding and development must happen within the 12 hour event.

For the deployment part

The project must be deployed using Azure. You can either directly deploy it using Azure Web Apps, or use a container service and deploy it as a web app, or run the project inside a Virtual Machine (VM) and deploy it that way.

3. Technology Usage

- Teams may use any technology, framework, or programming language.
- **Bonus points for projects built using .NET framework.**
- All work must be original and created during the hackathon.

4. AI Usage Policy

AI tools can be used with limitations:

Allowed

- Asking AI for help with logic, explanations, or debugging
- Generating small snippets or sample functions
- Getting UI ideas or database design suggestions

Not Allowed

- Building the entire project using AI agents
- Auto generating full applications or full modules
- Copy-pasting large AI generated code blocks
- Using AI tools to simulate teamwork

Reviewers will inspect code, commit history, and structure.

5. Project Requirements

Projects can be:

- Web app

Projects must include:

- UI + functional features
- Backend logic
- Following the steps of SDLC.
- Database created during the event
- Deployment

(No restrictions on which database technology they use.)

6. Submission Requirements

A) Mandatory (On Hackathon Day Before Deadline)

Teams must submit:

1. GitHub Repository Link
 - Full source code
 - README file
 - Setup/run instructions

B) Within 2 Days After the Event

Teams must send:

2. Presentation + Demo Video (15-20 minutes)

- Upload to Google Drive / OneDrive
- Provide a viewable link
- Must include explanation + system demo

9. Conduct & Rules

- All work must be original and team-based.
- Prebuilt templates, plagiarism, or AI misuse → Disqualification.
- All team members must contribute.
- Participants must bring their own devices.
- If we found any commits after the 12 hours of time that team will be disqualified.
- Since the free hosting may not last until the review, **valid proof of deployment must be submitted after the hackathon ends.**

Marking Criteria:

- **.NET Framework** – Additional marks will be awarded
- **Use of Functions** – Proper use of functions will increase marks
- **Deployment using Azure** – Additional marks will be awarded

AI Usage Policy:

If the project is **directly copied from GitHub Copilot in VS Code without proper understanding or modification**, marks will be **deducted accordingly**.

10. Winner Selection

- Projects will be reviewed by industry experts.
- Winners will be announced at Internship Path Day (2026 Week 02-10th of January 2025).

11. Prizes

Winners will receive:

- Cash Prize
- Certificates
- Industry Mentorship
- Recognition at Internship Path Day