

Intervarsity Hackathon 2025 – Project Spec & Submission Guide

Hello there hacker,

This document is your hub for official hackathon problem statements, judging criteria, gamification guidance, and submission steps.

Choose a Challenge (and Make it a Game!)

Modern problems need modern solutions — and this 24-hour hackathon is all about building creative answers to everyday challenges. Pick a problem to tackle with your team, and let your ideas shine!

Your solution must turn each challenge in the category into a fun, **game-like experience**. For example, if your category is Financial Solutions, you could create a budgeting app that rewards users with points or badges for reaching savings goals.

Categories



Financial Solution

Build something that tackles financial challenges — from financial inclusion to payment efficiency to financial literacy.

Example ideas:

- Prize-linked savings app: users earn weekly draws for meeting savings targets (variable rewards).
- Expense-to-city game (à la Fortune City): every logged transaction builds/levels up a city.
- Micro-budget quests: daily missions ("log 3 transactions", "stay under coffee budget") grant badges and streaks.



AI-Powered Solution

Create an AI-driven tool to make daily life easier — study assistant, finance tracker, scheduler, or even a mental health chatbot. Use free resources like Google's AI Studio with Gemini to power your creativity.

Example ideas:

- Streak-based study coach: XP for spaced-repetition sessions; quests unlock harder "boss" reviews.

- Language mini-games (Duolingo-style): leagues, daily chests, and adaptive difficulty via AI.
- Mental wellness check-ins: mood streaks, reflection badges, gentle nudges (opt-in).

Cybersecurity Solution

Design something to enhance security or prevent fraud — from secure authentication to activity monitoring — anything that helps people stay safe online.

Example ideas:

- Phishing academy: short scenarios; earn ranks/badges by spotting red flags.
- Family safety scoreboard: points for enabling 2FA, updating devices, and reporting spam.
- Fraud-spotting game: classify synthetic transactions; model improves with labeled feedback.

Gamification Guidance (How to “Make It a Game”)

Pick ONE core behavior to reinforce (e.g., log expenses daily, complete a lesson, enable 2FA). Layer in simple mechanics:

- Points & XP — immediate feedback for actions.
- Streaks — reward consistency; add gentle grace periods to avoid anxiety.
- Quests/Missions — small, achievable tasks leading to a bigger goal.
- Levels & Unlocks — progression that reveals new features/cosmetics.
- Badges — celebrate meaningful milestones (not spam).
- Leaderboards/Leagues — optional, fair, and reset by season to welcome newcomers.
- Progress Maps — visible journey (e.g., city growth, skill tree, calendar heatmap).
- Ethical design — opt-in notifications; no dark patterns; protect privacy; avoid gambling mechanics.

Judging Criteria

1. **Creativity & Innovation** — Originality and cleverness of the idea; fresh approach to the problem.
2. **Problem-Solving & Relevance** — How well the solution addresses a real, clearly defined need.
3. **Impact & Potential** — Reach and sustainability; who benefits and how much.
4. **Feasibility / Practicality** — Can this be built/deployed realistically with available constraints?
5. **Communication** — Clear story, demo narrative, and documentation.
6. **Technical Execution** — Sound architecture, clean code, appropriate use of tools/AI.
7. **Functional MVP** — A working prototype illustrating core value (even if imperfect).
8. **Design & User Experience** — Usability, accessibility, and visual clarity.
9. **Teamwork & Collaboration** — Role clarity, iteration process, and responsiveness to feedback.

Event Rules to Remember

- Category lock after Mentor Check-in (Saturday 16:00–17:00). You will be judged only in the category you locked.
- Use the template repository. Keep /docs/TEAM.md updated with team & Discord IDs.

Submission Steps

Submit everything by ****10:00 on Sunday**** by pushing to your git repo that you've linked in the google form.

In your GitHub repo you'll submit:

- 1) A short demo video (2 minutes min, 7 minutes max).
- 2) Your slide deck (PowerPoint or Google Slides).
- 3) Confirm that /docs/TEAM.md includes names + Discord IDs + contact email.
- 4) Your source code.

Notes:

- It's fine if the code isn't perfect — this is a prototype. Focus on demonstrating core value.
- No real PII or live financial transactions. Use mock/static data for demos.

Required GitHub Repository Structure

```
|— assets/
|   |— README.md
|— demo/
|   |— OVERVIEW.md
|   |— README.md
|— docs/
|   |— ACKNOWLEDGEMENTS.md
|   |— SETUP.md
|   |— TEAM.md
|   |— USAGE.md
|— scripts/
|   |— README.md
|— src/
|   |— README.md
|— vendor/
|   |— README.md
|— .dockerignore
|— .editorconfig
|— .gitattributes
|— .gitignore
|— Dockerfile
|— LICENSE
|— README.md
```

Tip: keep secrets out of the repo (like your API Keys) if you're using an API . Provide a .env.example if needed.

Good luck, have fun, and build boldly! 🎨🔥