## **Solution Viability**

Given the Hackathon prompt, the judges will need to determine how well the solution responds to the problem. This section measures both the idea that each team has come up with, as well as how well the final product represents this idea. The solution shouldn't solve the prompt through the re-creation of an already established product and should be able to exist in the current marketplace.

## **Technical Sophistication**

Ideas of reasonable size may not be fully polished in the time limit provided. This category focuses on how close the team's product is to doing what it intends to do. Judges assess whether the project seems complete and if it encompasses the natural user requirements that the proposed solution should attempt to solve. This also includes "extras" that add to functionality but are not necessarily required for the Minimum Viable Product (MVP).

- Feature Development : Assess the complexity and value of the features developed, whether small and numerous or large and impactful
- UI/UX Design, Code Quality, and Testing: Judge user appeal, usability, and code integrity.

## **Group Cohesion**

Judges should assess collaboration, integration of components, and how challenges were resolved. Negative workflows (e.g. unresolved issues) will impact scores. Input from mentors on team dynamics, attitudes, and efforts will also be considered.

- Evidence of planning
- Work split evenly

## **Presentation Quality**

Judges should evaluate presentation structure, pacing, and clarity. Students must communicate ideas effectively. Topics to be covered:

- Product demo
- Visuals
- Future plans
- Questions addressed thoroughly and thoughtfully