# Vossie Coding Club Hackathon

We propose a fun and technically engaging hackathon where teams of students will design and build automated UNO games and bots. These bots will compete live in front of an audience, with judges scoring creativity, strategy, and execution. The topic of the hackathon will **not** be shared with potential participants until the beginning of the event.

## Event details

* Name: Vossie Coding Club Hackathon
* Hackathon Date: Block 3, 2nd week (Wednesday or Friday)
* Occasion: Part of First Year Live Week
* Venue: Building E (exact venue to be confirmed)
* Team Size: 2-4 members per team
* Entry Fee: R40 per person in each team
* Expected Teams: 10 (max 40 participants)
* Total expected income from teams: R800 - R1600

## Judging Panel

* Coding Club President
* Coding Club Vice President
* Volunteer members of the SRC or Coding Club
* IT Lecturer(s)

## Hackathon challenge (to be revealed to participants on the day)

* Each team will create a bot to play the game of UNO
* Skeleton code will be provided to give an equal foundation for the bot
* Bots will play against one another on a projector or screen
* No human interaction during games, unless required
* Bots will be ranked and rated based on win/loss ratio in games.

## Advertising

* Posters around campus to advertise
* QR code linking to sign up and registration page.
* Online promotion via WhatsApp groups

## Budget use

### Pre event

* Purchasing of awards for winners (certificates / medals)
* Printing of posters and advertising

### Post event

* Purchasing of 1 year server + domain for club use (R400)
* Purchasing of prizes for weekly project winners
* Extended budget for future hackathons

## Awards and recognition

* Top 3 teams will be recognized by their performance
* Award structure:
  + 1st place: Gold medal + certificate
  + 2nd place: Silveer medal + certificate
  + 3rd place: Bronze medal + certificate
* All other participants will be recognized with a certificate
* Winning teams will be announced on social platforms