Vossie Coding Club Hackathon

Welcome to the Hackathon! Below are the official rules and event structure. Please read them carefully to ensure a fair and competitive environment for all participants.

**Event Overview**

* Duration: Approximately 5 hours
* Kickoff: The event will begin with an opening session to review the rules and introduce the challenge topic.
* Objective: Teams will build upon a provided project skeleton to complete a specific programming task. Final submissions will be evaluated against each other to determine the winning team.

Note: The topic and technical requirements will only be revealed at the start of the event. This is to ensure a level playing field for all participants and prevent pre-event preparation.



**Team Structure**

* Minimum Team Size: 2 participants
* Maximum Team Size: 4 participants
* Registration fee: R40 per team member
* Teams must be formed and registered prior to the start of the event.

**Project Setup**

* All teams will receive a common starter codebase in multiple programming languages (e.g., Python, Java, and C#).
* Teams may select any of the supported languages, but must build on the provided skeleton without rewriting core infrastructure.
* Customization and logic implementation must follow the format defined in the starter materials.



**Access & Resource Rules**

To promote fairness while enabling efficient onboarding:

*Allowed:*

* Internet access (including AI models, forums, and search engines) is permitted only during the first 45 minutes of programming time.
* Physical resources (books, printed notes, etc.) are permitted throughout the event, but must be brought at the start--no new physical materials may be introduced during the event.



*Prohibited After 45 Minutes:*

* Accessing any online resources, including:
* -AI tools (e.g., ChatGPT, GitHub Copilot, etc.)
* Web searches, documentation sites, and forums
* -Use of locally hosted or offline AI/LLM tools (e.g., Ollama, LM Studio)
* -Installing or importing external libraries not explicitly included in the starter code

**Violations of these rules may result in disqualification.**



**Submission & Evaluation**

* Each team must submit their completed solution before the final deadline announced during the event.
* Solutions will be evaluated against a consistent set of tests or challenges to determine performance and compliance.
* The top-performing submission will determine the winning team. Additional awards may be granted at the organizers' discretion.

**Conduct & Fair Play**

* All work must be completed during the event. Pre-written code, prior projects, or third-party templates are not allowed.
* Teams must work independently--collaboration across teams is prohibited.
* All participants are expected to uphold the spirit of the competition: respectful, honest, and team-focused behavior is required at all times.

**What to Bring**

* A laptop with your preferred development environment installed
* Any physical reference materials you wish to use
* Chargers, adapters, and anything else you may need for a productive session

**Final Thoughts**

We're excited to see your creativity and problem-solving skills in action. The challenge will be

revealed at the start--come ready to think, build, and compete!

Good luck to all teams!