

19.5-Hour Hackathon Agile Task Breakdown

Objective: Deliver a stable, high-impact demo for the Master Trainer project optimized for evaluation criteria, clarity, and feasibility.

Team Roles

- Full-Stack Developer: UI, frontend integration, demo flows
- Backend Developer: LLM orchestration, RAG, APIs
- Student Developer: Mock data, glue code, QA
- Product/Data/AI Lead: Avatars, prompts, demo narrative, business framing
- PM/LLM/Training Lead: Orchestration, evaluation rubric, slides, demo control

Timeline Overview (9:30 PM – 4:00 PM)

- 9:30–10:00 PM: All-hands kickoff and scope lock
- 10:00–11:30 PM: Parallel build (UI, backend, prompts, avatars)
- 11:30–12:00 AM: Sync #1 – flow validation
- 12:00–2:00 AM: Core implementation
- 2:00–2:15 AM: Sync #2 – demo reality check
- 2:15–4:00 AM: Demo hardening + slides v1
- 4:00–8:00 AM: Rest / light async work
- 8:00–11:00 AM: Restart + final build
- 11:00–11:30 AM: Sync #3 – full demo run
- 11:30 AM–1:30 PM: Polish & bug fixing
- 1:30–2:30 PM: Rehearsals + fallback prep
- 2:30–4:00 PM: Buffer, submission, presentation

Key Demo Focus

- Single avatar, single objection path
- Predictable LLM output (demo-safe)
- Clear training loop: practice → feedback → confidence
- Business value clearly articulated

Success Criteria

- Judges understand the problem within 60 seconds

- Live demo runs without failure
- Clear link to sales efficiency and scalability
- China-native, feasible technical architecture