RULES

* You can apply as an individual or a team. Only 1 person per team/project need apply. Teams can consist of up to a maximum 3 members.
* All team members should be present at the event. Leaving the venue for some time to hack elsewhere is allowed after a specific time.
* All participants must bring their own laptops, no computers will be provided. (Bring extensions if possible)
* All code must be written during the event. You cannot use existing code that you have written and finish it during the event.
* The solution for the problem statement can be provided in the form of a Web(or PWA)/Android/iOS application.
* All code, design, art, music, SFX, and assets must be created during the duration of the Hackathon. You are however permitted to use any publicly available open source resources (APIs, images, datasets, etc.) in your project.
* Participants are free to make plans, create wireframes, and brainstorm prior to the event.
* Teams can gain advice and support from organizers, volunteers, sponsors, and others.
* Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
* Projects that violate the Code of Conduct are not allowed.
* You must not include submissions that are:
* potentially libelous, false, defamatory, privacy invasive or overtly political;
* material which is potentially confidential, commercially sensitive, or which would cause personal distress or loss;
* any commercial endorsement, promotion of any product, service, organisation or publication;
* language which is offensive, obscene or otherwise inappropriate; or
* misleading, deceptive, violate a third party’s rights or are otherwise contrary to law.
* Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behaviour.
* All projects submitted for consideration for a prize will be subject to a full code and asset review in order to determine whether the work originated during the hackathon or not.
* The organizers reserve the right to make changes to the event program.
* The prize pool will be split among the winners.

JUDGING CRITERIA

Originality: How original is this solution compared to other products and platforms already available? The submission should provide a unique approach to solving the problem.

Usefulness: Does the application allow individuals to access useful and relevant information and / or make voting easier and more accessible?

Security and User Privacy: Where relevant, any necessary means to ensure user data is safe and kept private.

Functionality: Working functionality of the application as submitted and potential for submission to be completed through to launch (this will take into account the demonstrated technical capabilities).

Design / User Experience: How intuitive is use of the Solution?

Accessibility: How accessible is a website is to a screen reader?