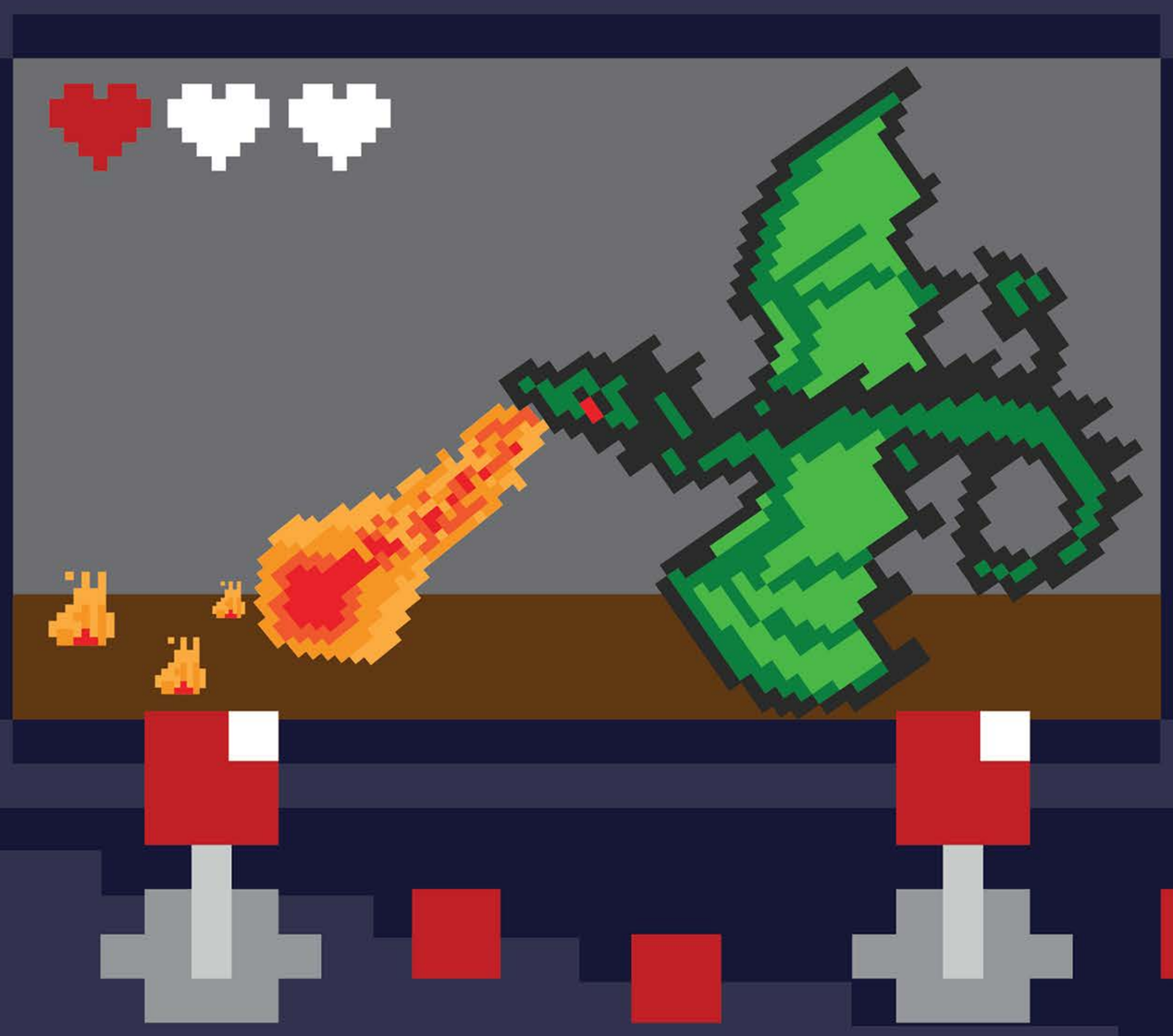
GAME MANUAL

2019



DRAGONHACKS

PRESENTED BY DREXEL IEEE

GAME START!

1UP HIGH SCORE 2UP

042019

Hello & Welcome Hackers!

You have now arrived at DragonHacks 2019!

IEEE

041919

Make the next 24 hours count! More importantly, have lots of fun and learn some new skills! GO HACKING!

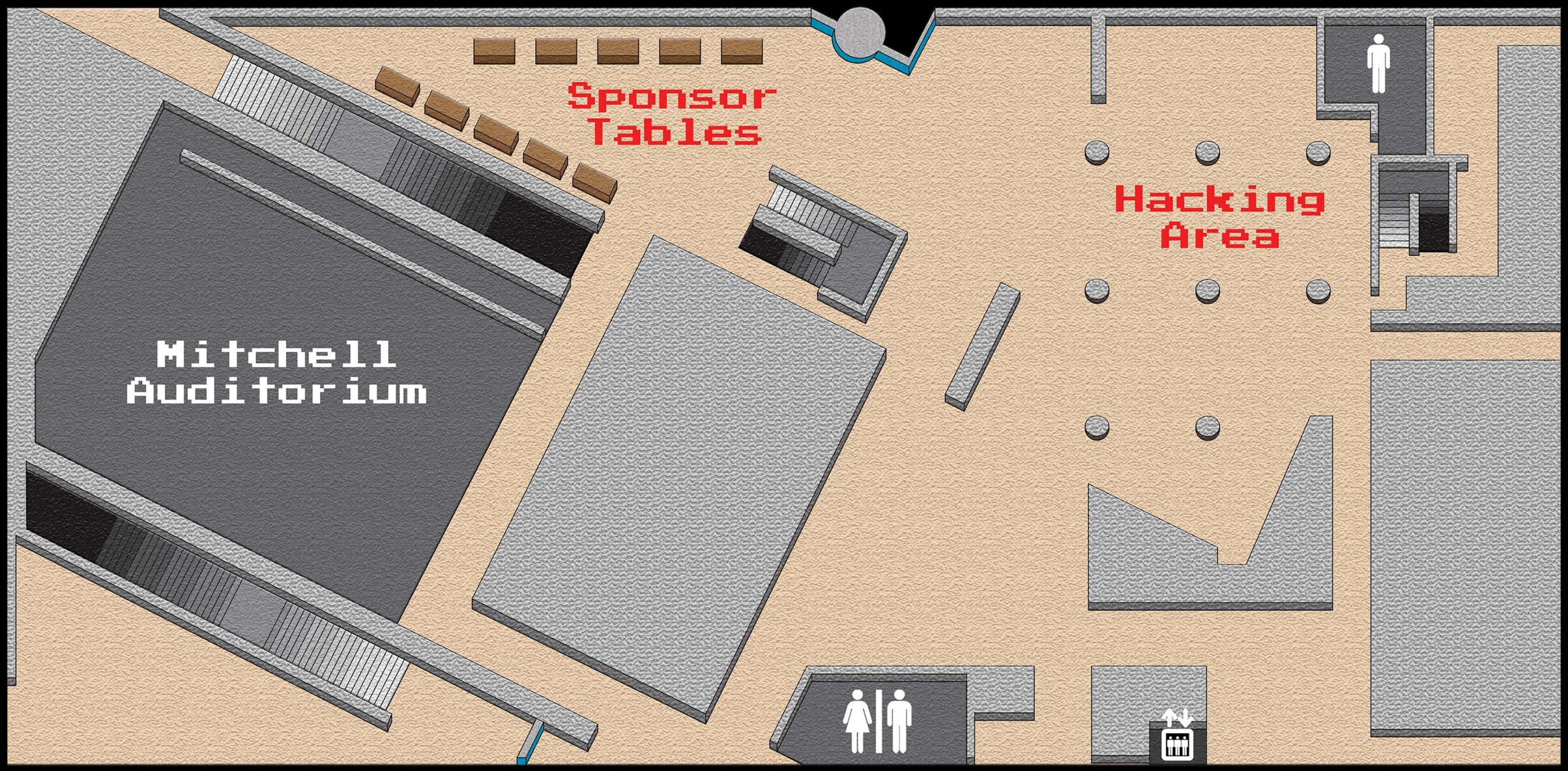
This year is all about RETRO GAMING! An Arcade is set up to demo classic games and to compete in singleplayer and multiplayer tournaments.

Drexel IEEE sends special thanks to all sponsors and volunteers for making DragonHacks 2019 possible!

ALL THIS BASE ARE BELONG TO DREXEL.

DragonHacks 2019 is being held in the Bossone Research Center, 3140 Chestnut St. Hackers can work in any of the designated hacking areas on the 1st and 3rd floors.

Ceremonies and Tech Talks are held in the Mitchell Auditorium on the 1st floor. Tables for registration and sponsors are located in the lobby. The Arcade will open up in the lobby on Saturday evening.



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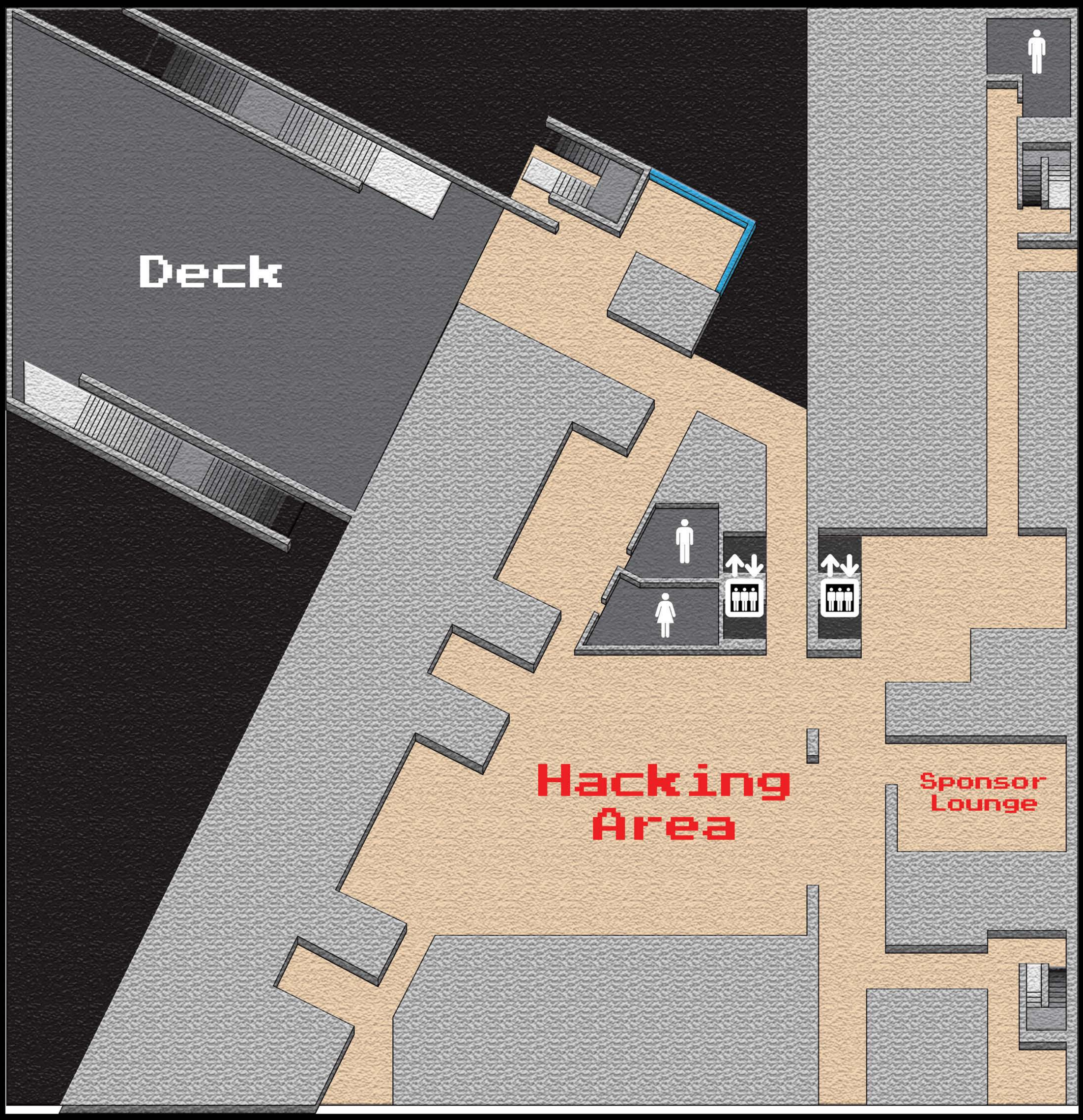
Meals are catered in the 3rd Floor Hacking Area. Two sets of elevators can be used to access the 2nd Floor Parts Window and the tech workshop venue, Bossone 605.

There are additional (limited space) hacking areas in the 4th through 6th Floors.



SATURDAY SCHEDULE
04-20-2019

9:00AM	Registration
11:00AM	Team Building 1
12:00PM	Team Building 2
1:00PM	Lunch & Network

GAME STARTS!

2:00PM	Opening Ceremony
	Hacking Begins!
3:00PM	Google Cloud Tech Talk
4:00PM	History of Digital Light
6:00PM	Node.js App Workshop
7:00PM	Dinner
	Arcade Opens!
8:00PM	MLH Cup Stacking
11:00PM	Computer Vision Workshop

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SUNDAY SCHEDULE
04-21-2019

12:00AM	Arcade
1:00AM	Midnight Pizza
2:00AM	FAQ Bot Workshop
9:00AM	Breakfast
1:00PM	Lunch

GAME CLEAR!

2:00PM	Devpost Submissions
3:00PM	Hacking Ends!
4:00PM	Judging Begins!
5:00PM	Closing Ceremony
	Return Equipment

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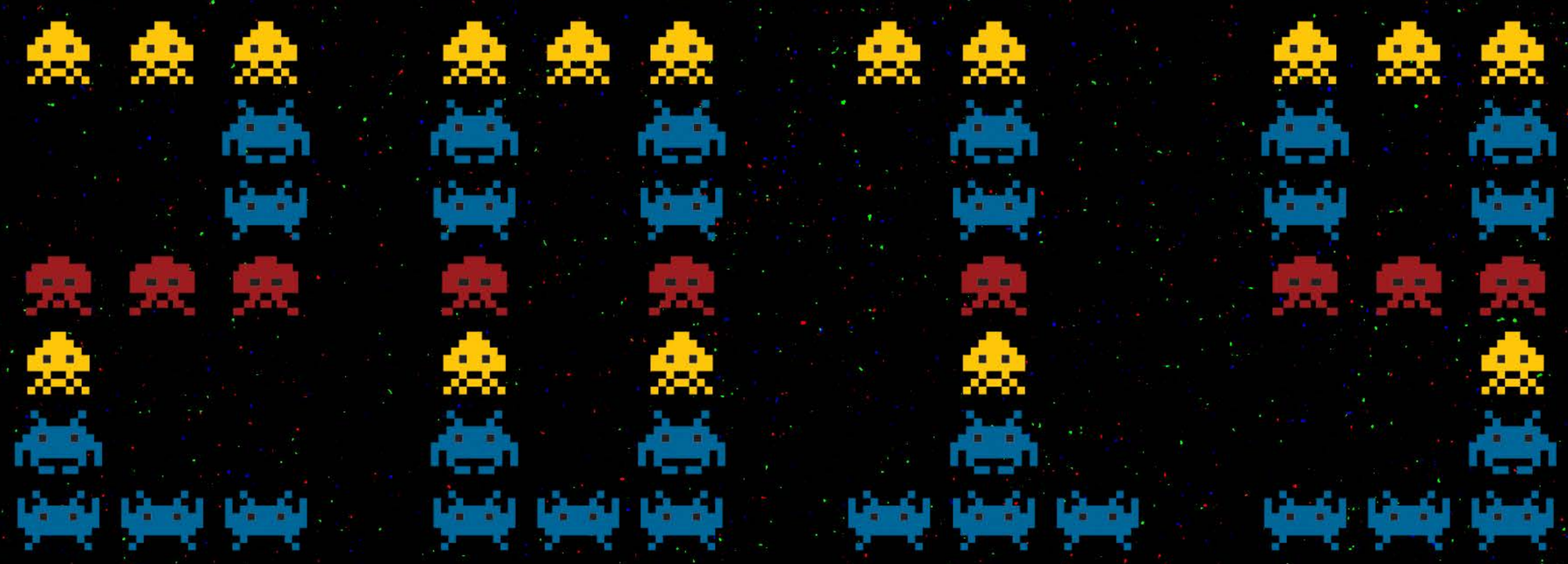


DragonHacks sponsors and collaborators are holding tech talks and workshops throughout the event. Talks are held at the Mitchell Auditorium, and workshops are held in Bossone 302.

Google Cloud Platform

Join Google representatives to learn more about their latest developments on the Cloud Platform.

A History of Digital Light

Drexel Professor and gaming historian Tony Rowe (Game Design & Production) presents a look back at computer and video game graphics from the earliest computer-generated images to classic arcade games, and the origins of VR/AR.

Build and Deploy a Node.js App

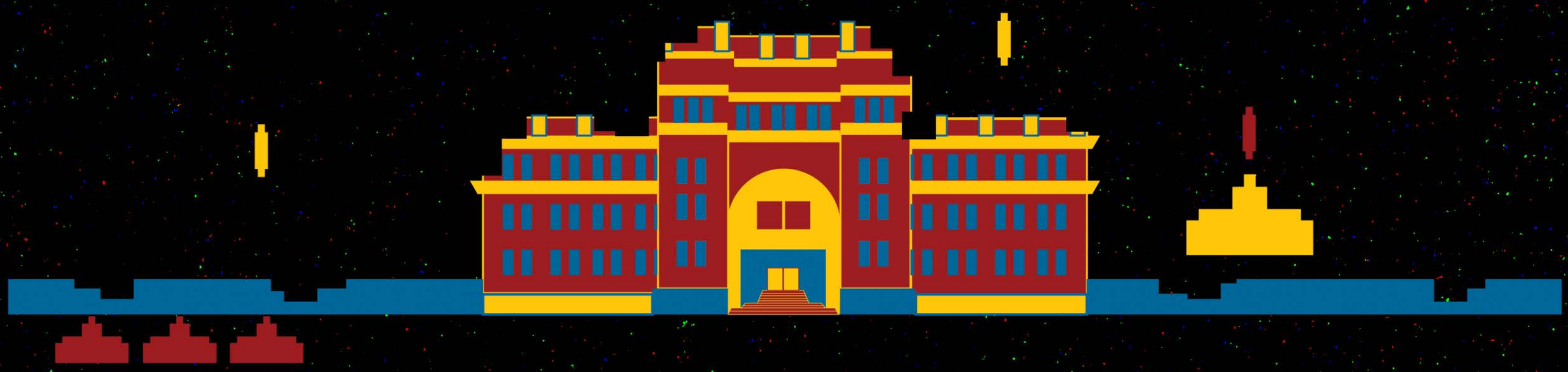
Learn how to create a Node.js application with Microsoft Azure.

Computer Vision

Learn about desiging computer graphics with Microsoft Azure.

Build an FAQ Bot

Learn how to code a frequently-asked-questions bot with Microsoft Azure.



EXTREME ACTION

You can sign up for any of the arcade challenges listed - space is limited. Each winner will receive exclusive prizes. Let the games begin!

Metal Gear Solid 2 HD - Tanker (PS3)

In this HD PS2 classic. speed run the Tanker Chapter on European Extreme with radar off, game over if discovered, no saves, no continues, no special items, and tranquilizer only.

Halo 3 Multiplayer (Xbox 360)

SPARTAN vs. SPARTAN! Experience old-school Halo multiplayer with game modes like Slayer, Capture the Flag, King of the Hill, and others.

Nintendo Switch Party

Compete with friends and other hackers in Super Smash Bros. Ultimate, Mario Kart 8 Deluxe, and Super Mario Party.

PlayPod Games Play Testing

Survive the swarm in an early demo build of Epochalypse, a 3D action-adventure game in time by PlayPod Games from Drexel's Entrepreneurial Game Studio.

MLH Cup Stacking

I got my ticket for the long way 'round
Two bottle 'a whiskey for the way...

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MLH
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