Technical (55%)

- Functionality (30%)
  - What does the system actually do?
  - Does this satisfy the minimum functional requirements for the proposed business model?
  - How technically difficult is it to build?
    - Please keep in mind that some projects which look impressive may rely heavily on existing tools, and therefore may not be as technically difficult to create as they initially seem. This is often the case in VR/AR and Machine Learning hacks. Be sure to take note of any external libraries that were used.
  - Deductions for significant bugs.

- UI/UX
  - Does it look and feel good?
  - Is it intuitive and easy to use?
  - Is it designed with the target audience in mind?

Commercial (20%)

- Viability (10%)
  - How well do they understand the problem they are trying to address?
  - How does the product solve the problem?
  - Is there a market for the product?
  - Could this become a real business that makes money?

- Strategy (10%)
  - Have they identified their competitors? How will they deal with them?
  - What is their go-to-market plan?
  - Have they identified what features still need to be added to the product?

Inspirational (25%)

- Impact (15%)
  - Are they tackling a significant problem?
  - Does it address the theme of 'Envisioning a Better Melbourne'
    - Note that this is a hurdle requirement. Hacks must address this point in order to be eligible for a prize.
  - Is the idea creative? Does the product have unique or original features?

- Communication (10%)
  - Was the pitch clear and concise?
  - Were the Q&A answers clear and concise?

Technical (22 pts - 55%)

Comments	Scoring		
	Functionality		**12**
	UI/UX		**10**
	TOTAL		**22**

Commercial (8 pts - 20%)

Comments	Scoring		
	Viability		**4**
	Strategy		**4**
	TOTAL		**8**

Inspirational (10 pts - 25%)

Comments	Scoring		
	Impact		**6**
	Communication		**4**
	TOTAL		**10**

SCORE :   / 40