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◀ Introduction ▶

Welcome to the first-ever edition of GDG Hack - an exciting internal hackathon exclusively designed for the dynamic members of GDG Algiers! Gear up to unlock your imagination, problem-solving skills, and collaborative mindset in an electrifying 32-hour coding marathon.

At GDG Algiers, we strongly believe in the impact of the community, innovation, and enjoyment. GDG Hack is not just a competition, it's an opportunity to bring the GDG Algiers family together, fostering an atmosphere of unity and enthusiasm.

In this exceptional event, you will explore three significant challenges that our community encounters, equipped with your passion for technology and a determination to make a positive difference.

◀ Overview ▶

Participants in this hackathon are given three primary tracks, each representing a separate difficulty addressed by GDG Algiers. You will have 32 hours to come up with a solution for one problem that you and your team find interesting. Fear not, you will not be navigating this coding adventure alone, mentors are available to provide assistance and help as needed. This hackathon is more than just finding a solution, it's a chance to interact, learn, and embed the GDG spirit in every line of code.

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< Guidelines >

- GDG Hack will take place from February 8th to February 10th at ESI Algiers.
There are no restrictions on the technologies you can use.
- Participants are required to choose one track from the three provided problems
- Submissions are due by 12AM on February 10th.
- Mentors will be available around the clock to provide guidance and assistance.
- Regular updates, announcements, and important information will be shared through the event discord space.
- Remember, GDG Hack is not just about the destination, it's about the journey.

< Agenda >

Day 01	Timing	Hackathon
	17:00 - 18:00	Check In
	17:30 - 18:00	Ice Breaking
	18:00 - 18:30	Opening Ceremony
	18:30 - 19:00	Hackathon presentation
	19:00 - 20:00	Dinner
	20:00 - 20:20	Talk n°01
	20:20 - 20:30	Hackathon start
	20:30 - 01:00	Hackathon
	21:30 - 22:00	Mentoring session 01
	01:00 - 02:00	Fun Activity
	01:00 - 03:00	Hackathon
	03:00 - 03:30	Coffee / Tea Break
	03:30 - 08:00	Hackathon

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Day 02	Timing	Hackathon
	08:00 - 09:00	Breakfest
	09:00 - 11:00	Hackathon
	11:00 - 12:00	Lunch break
	12:00 - 14:00	Prayer / Fun activities
	14:00 - 19:00	Hackathon
	19:00 - 20:00	Dinner
	20:00 - 00:00	Hackathon
	21:00 - 22:00	Mentoring session 02
	00:00 - 01:00	Fun Activity
	01:00 - 03:00	Hackathon
	03:00 - 03:30	Coffee / Tea Break
	03:30 - 08:00	Hackathon

Day 03	Timing	Hackathon
	08:00 - 09:00	Breakfest
	09:00 - 12:00	Hackathon
	10:00 - 11:00	Mentoring session 03
	12:00 - 13:00	Lunch break and activities
	13:00 - 13:20	Talk n°02
	13:20 - 16:20	Solutions Presentation
	16:20 - 17:00	Tea break
	17:00 - 18:00	Closing ceremony

< Challenges >

Challenge 01: Event Management Platform

Your first challenge will be to reinvent event management by creating a comprehensive platform that serves as a true innovation hub. This platform is designed for a variety of competitive events, including hackathons and ideathons.

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Consider a world in which event tracking, submission, and judging are not just duties, but experiences. Break free from the usual and envisage a more intricate and individualized judgment system, pulling inspiration from Devpost while forging its own path. And that's not all, imagine this platform seamlessly integrating a dashboard that provides audiences with an overview of previous initiatives. It's time to transform the way we arrange and experience events!

Challenge 02: Code Reviewer Platform

For the second task, you'll begin on an innovative journey as you create a ground-breaking platform developed just for code reviewers. Consider a platform that uses a code file as its canvas and turns the review process into an art form. This is more than a tool, it is a dynamic platform that expertly validates contribution guidelines. Dive into the world of code quality, unit tests, and coding standards. Code reviewers and developers, prepare for a report that goes beyond the surface, delivering a thorough summary of code contributions. This is more than simply a challenge, it is an opportunity to shape the future of code review platforms!

Challenge 03: Meeting & Posting Assistance

Last but not least Join the AI revolution in management with an app that is more than just an assistant; it is a dynamic tool for meeting and post optimization. Consider a managerial experience in which AI takes the lead in suggesting meeting times based on subtle indicators such as Discord logs, seasonal patterns, and user choice. But this technology does more than just assist, it also provides statistical insights, overviews, and agenda planning capabilities. It's time to let AI transform the management landscape!

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< Evaluation >

Innovation

- To what extent does the solution demonstrate innovative thinking and creative problem-solving?
- Does the project push boundaries and introduce novel concepts, approaches, or features?

Impact

- What potential impact does the solution have on addressing the specified challenge?
- How effectively does the project contribute to making a positive change or improvement?

Technology and Platform Alignment

- How well-suited are the chosen technologies and platforms to address the problem at hand?
- Is there a clear rationale for the selection, considering scalability, efficiency, and relevance?

Usability

- How user-friendly is the solution?
- Is the interface intuitive, and can users easily navigate through the features?

Design Completion

- To what extent is the overall design of the solution visually appealing and coherent?
- Are design elements consistent and aligned with the intended user experience?

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Quality and Completeness of Prototype + Demo

- How well does the prototype represent the intended solution?
- Is the demo comprehensive, showcasing key functionalities, and providing a realistic user experience?

Quality of Presentation

- How effectively does the team communicate their ideas, goals, and the overall solution during the presentation?
- Is the presentation engaging, well-structured, and tailored to the target audience?

Clarity

- How clearly is the problem addressed, and does the solution align with the chosen track?
- Are key aspects of the project, including methodologies and outcomes, clearly communicated?

Effectiveness

- To what degree does the solution effectively address the identified problem or challenge?
- How well does the project meet the objectives outlined in the track description?

< Submission >

To ensure a smooth and efficient submission process, please adhere to the following guidelines:

Team Information

- Include the names and roles of all team members.

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Problematic Track

- State the chosen problematic track (e.g., Event Management, Code Reviewer, or Meeting & Posting Assistance).

Solution Overview

- Provide an overview of your solution, highlighting key features and functionalities.
- Include a brief explanation of how your solution addresses the identified problem.

Technologies Used

- Enumerate the technologies, frameworks, and platforms utilized in your project.
- Highlight any innovative or unconventional choices and explain their significance.

Usability and Design

- Showcase the user interface and experience through screenshots or a demo video.

Prototype and Demo

- Submit a comprehensive prototype showcasing key functionalities.
- Provide a link to a demo video demonstrating the solution in action.

Presentation Materials

- Include presentation slides or materials used during the live presentation.
- Ensure these materials effectively communicate your solution, emphasizing its innovation and impact.

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Code Repository

- Provide a link to your code repository (e.g., GitHub).
- Ensure the repository is accessible and well-documented for review.

Optional Extras

- Include any additional documentation, diagrams, or supplementary materials that enhance the understanding of your project.

Submission Deadline

- Submissions must be received by February 10th at 12AM.
- Late submissions may not be considered for evaluation.

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Done

