Technical Brief for Hackathon Teams

HackJos 2025 — Technical Brief for Hackathon Teams

Overview

HackJos 2025 challenges participants to build viable MVPs (Minimum Viable Products) that demonstrate **innovation**, **usability** and **scalability** within the following tracks:

i. E-commerce Solutions

ii. Financial Inclusion

iii. Productivity Tools

iv. Logistics & Last-mile Delivery

Each team must develop a working prototype (web, mobile or cross-platform) that solves a clear and local problem using technology creatively and efficiently.

The goal is to showcase practical, deployable solutions that can be improved after the hackathon — not just ideas or mockups.

General Technical Expectations

All submissions must:

i. Be functional. The MVP should run and demonstrate its core workflow (even if limited).

ii. Have a clear user journey. Users should be able to navigate through the main use case with minimal explanation.

iii. Use modern technology. Web (React, Next.js, Vue, Angular), Mobile (React Native, Flutter, Kotlin, Swift) or API-based systems (Node.js, Django, etc.) are all allowed.

iv. Show version control. Projects must be hosted on GitHub (public or private repo with access granted to judges).

v. Include documentation. A README.md explaining:

- What the product does
- Setup instructions
- Demo credentials (if applicable)

vi. Demonstrate deployment readiness. A hosted version on platforms like Vercel, Netlify, Render, or Firebase.

vii. Be team-built. Collaboration tools like GitHub, Trello, Figma and other collaboration tools should be used; judges may ask to see proof of contribution balance.

Challenge Tracks & Technical Focus

E-commerce Solutions

Objective: Build solutions that enable small businesses or individuals to buy, sell and trade products or services more efficiently in Nigeria and across Africa.

Problem Areas to Consider:

- Digital storefront creation for local merchants
- Secure and simplified online payment integration
- Product discovery and personalization
- Community marketplaces (social commerce)
- Integrating offline sellers into online systems

MVP Expectations:

- Functional onboarding for sellers and buyers
- Product listing & order management
- Checkout flow (simulated or real payment integration)
- Dashboard/analytics view for merchants
- Mobile responsiveness or a mobile-first approach

Bonus Points For:

- Real payment gateway integration (e.g., Paystack, Flutterwave)
- Inventory sync and analytics
- Local delivery integration APIs

Financial Inclusion

Objective: Create tools that make financial services more accessible to underserved individuals and communities.

Problem Areas to Consider:

- Simplified mobile banking or savings systems
- Micro-lending, group saving (ajo/esusu) tools
- Financial literacy or credit scoring solutions
- Offline transaction handling for low-connectivity users

MVP Expectations:

- User registration & authentication
- Active transactions and wallets
- Simple UI for deposits, transfers or savings goals
- Basic reporting/visualization of financial activity

Bonus Points For:

- Integration with open banking APIs
- Offline-first design (data sync when online)
- Localization (multi-language, USSD, or voice assistant support)

Productivity Tools

Objective: Build apps that enhance personal or organizational productivity — helping people work smarter, collaborate better or automate routine tasks.

Problem Areas to Consider:

- Task management or workflow automation
- Team communication and collaboration tools
- Time tracking, goal setting or habit tracking
- AI-assisted productivity or summarization tools

MVP Expectations:

- Functional task or process management core
- Multi-user collaboration (optional but encouraged)
- Clean and intuitive UI
- Local data storage or cloud-based sync

Bonus Points For:

- Integration with third-party APIs (e.g., Google Calendar, Slack)
- Real-time collaboration or notifications
- Offline mode

Logistics & Last-mile Delivery

Objective: Develop systems that improve transportation, delivery tracking and supply-chain efficiency, especially for local and regional operations.

Problem Areas to Consider:

- Route optimization for drivers
- Package tracking and proof of delivery
- Real-time map visualization and ETA updates
- Dispatch systems for delivery companies

MVP Expectations:

- Order/delivery creation flow
- Driver assignment or route simulation
- Tracking interface (map or status-based)
- Admin or business dashboard

Bonus Points For:

- Integration with mapping APIs (Google Maps, OpenStreetMap)
- Live GPS updates
- Customer notifications

Evaluation Criteria

Category	Description	Weight
Innovation & Creativity	Originality and uniqueness of the solution	25%
Technical Execution	Code quality, architecture and working demo	25%
Impact & Relevance	How well it addresses the identified problem	25%
User Experience	Simplicity, usability and design quality	15%
Presentation	Clarity and delivery of the final pitch	10%

Submission Requirements

Each team must submit:

- GitHub repository link
- Short demo video (≤ 3 minutes) showing product in use
- 2–3 slides summary (problem, solution, impact)
- Team details and track selected

Submissions should be made via https://www.hackjos.com.ng/hackathon-submission .