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Ten-X HackDay Tools

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Project Overview

Ten-X is a company who is working on providing an online service in real estate industry. As a company which has a very close relation to information and technology, Ten-X has been annually created an event called Ten-X HackDay which is a closed competition among Ten-X employees to fight over a few prizes and awards.

Ten-X HackDay has a similar concept like “Hackathon” which is an event for a large numbers of people to meet and engage in collaborative program building. Certain rules of this competition that is very important to mention is about the dynamic activities that happened on this short time competition. Generally, the competition will last for at least 48 hours and there are a few phases in this competition that has to be run periodically such as team registration, project submission, and voting.

Unfortunately, Ten-X HackDay has been running manually and lack of efficiency in many parts of its activities. Our sponsor realized that this problem is crucial to solve especially knowing that this event will be created every year. The idea is to make a platform for every user affected to this event to be able to do the activities in a more organized and efficient way. The simplest approach with the intended platform that is conveniently accessible and fast to make is a website platform.

This event is divided into five phases that will be fully manageable by the website. The five phases are:

- **Open**

In this phase, the website will be active for participants to register their team members and projects title including its description. Also, anyone who access this website will be able to see the list of projects that is already registered into the website.

- **Start**

In this phase, the registration of members will be closed and the team roster will be locked. All the participants can start doing their projects for the specific durations of time. After they finish their project, they will have to submit the required submission of their projects.

- **Voting**

In this phase, the project submission will be closed and the voters will have the access to the voting system for the projects that had been submitted to the website.

- **Finals**

In this phase, the voting system will be closed and the top ten projects based on the score given through voting system will be selected to the final round. The judges will have the access to vote who is/are the winners out of the selected ten

- **Close**

In this phase, the judges will be finished selecting the winners of the competitions and the winner will be published to the website.

All of the users of this website will be the employees of Ten-X. However, these employees will be grouped into four different group of users who have a specific roles and task to do.

- **Participants**

In this competition, there are only several employees who will participate. This user will be called *Participants*. These participants will have to form a group by themselves, and fill in the register form that will be provided by the website.

- **Voters**

All of the employees of Ten-X except a few people who will be grouped into *Judges*.

Voters will play a role to score the projects by voting based on criteria given.

Participants will also be grouped as a *Voters* with an exclusion to vote for their own projects.

- **Judges**

Several people with high position in the company will be selected to be the *Judges* who will choose the winner of the competition based on the top ten projects that was picked based on the score by *Voters*

- **Administrators**

An individual or small group of people will act as the operator of this event that has the privilege to manage the specifications of the whole HackDay event. *Administrators* will be able to control the phases of the competitions and all the setup of the event.

This website will be just intended as a private platform for Ten-X company to develop this HackDay event. Hackathon event itself is a very common competition, but their rules and procedures are different from each other. For example, some of hackathon are running remotely while some of them have to be on stage under observation. The durations, grading systems, and allowed participants are also varied depends on the rules and scope. This is the main reason that HackDay tools which implements a unique voting system does not have any hackathon manager product that could handle it perfectly. Our sponsor decided that it would be better to design themselves a tool that is able to do this task and make this event better than before.

Requirements

The Core Functionality

- Fully functional registration form built for the participants.
- Working minimalistic listing system to show all the teams and projects.
- Fully functional project submission form for the participants
- Fully functional voting system for voters to score the projects
- Fully functional final judging for judges to choose the winner of competition.
- Fully functional administration system for the administrators.

The Extra Functionality

- User-friendly interface that implements styles to make it proper looking.
- Better listing system by using statistics and graphs.
- Better efficiency in many features of project managements.
- Secure authentication system.
- Interactive and dynamic website.

Performance Requirement

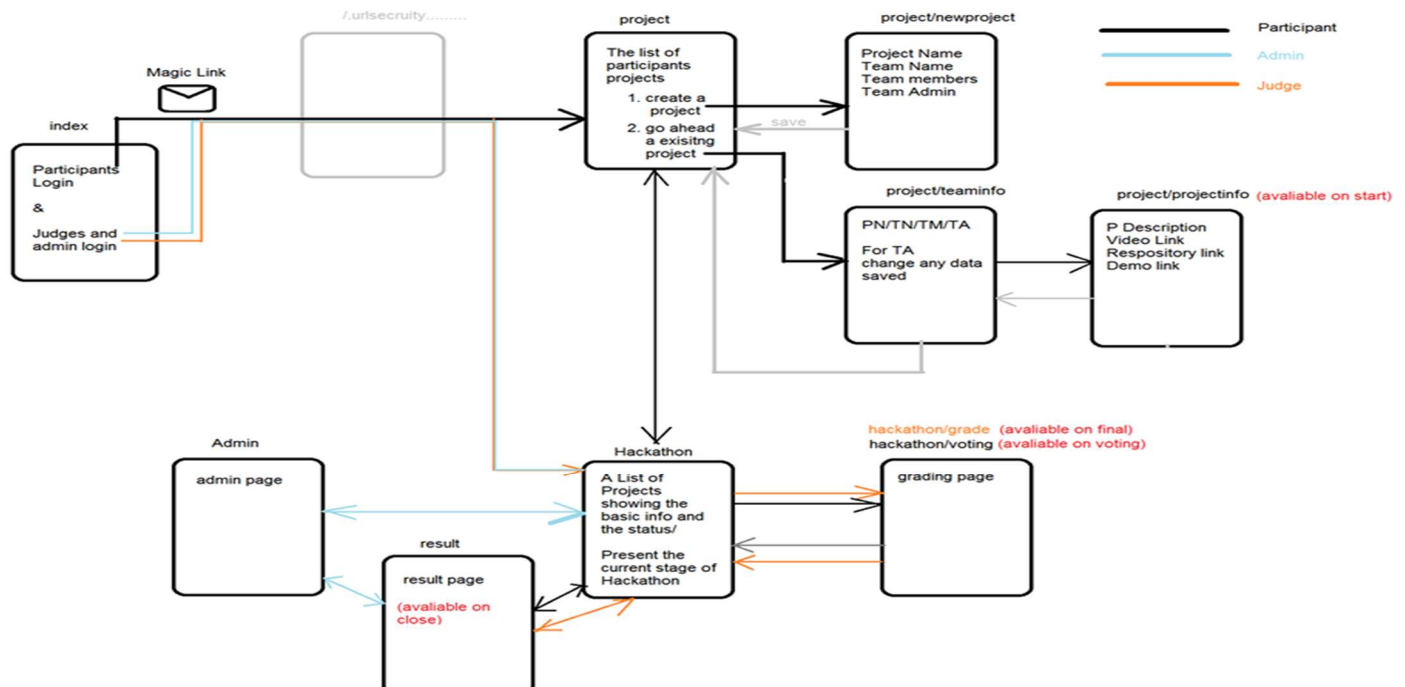
The website has to be fully functional through the whole process based on the five phases in the HackDay event. The user interface designs, efficiency of time and memory, and security systems will be ignored as the project priority will be set on finishing the core functionality. This focus might be changed depends on the time required to finish the core functionality.

Project Design

The project result will be in a form of a website that will be accessed by users and managed by users in a developed interface. The website will consist of both Front End and Back End.

Language and Roles:

- React.js(Front) - Jeremiah + Yi
- Node.js(Back) - Teng + Jeremiah
- MySQL(Database) - Teng



[illegible]

[Home](#) |
 [Register](#) |
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 [Results](#)
[Sign In\(email@usfca.edu\)](#)

Team Name:	<input type="text"/>	Video Link	<input type="text"/>
Project Title:	<input type="text"/>	Repository Link	<input type="text"/>
Team Members:	<div><div>Member #1</div><div>Member #2</div><div>Member #3</div><div>Member #4</div><div>Member #5</div></div>	Demo Link	<input type="text"/>
Project Description:	<div>Form</div>		
<div>Submit</div>			

Projects

Home	Register	Projects	Results	Sign In(email@usfca.edu)
ID	Projects Name	Team Name	Team Leader	Video
1	Ten-X OS	CLI Programmer	John Paul	[X]
2	Ten-X Editor	I Hate Emacs	Chin Juan	[]
3	Remote User	Windows User	Klin Edwards	[]
4	Algorithm Analytical	Women Only	Sandra Wilcox	[X]

Voting

Home	Register	Projects	Results	Sign In(email@usfca.edu)
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63/125

This is Video :)

Creative:

Usefulness:

Difficulty:

Potential:

Previous

Next

Results

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Sort by:

- ☒ Average
- ☐ Criteria#1
- ☐ Criteria#2
- ☐ Criteria#3
- ☐ Criteria#4

Select	ID	Team Name	Crit#1	Crit#2	Crit#3	Crit#4	Average
[X]	1	CLI Programmer	68	100	100	100	80
[X]	2	I Hate Emacs	98	20	20	25	50
[X]	3	Windows User	65	65	70	60	65
[]	4	Women Only	10	80	10	25	46

[Nominate to Finalist Round](#)

Finalist

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Sort by:

- ☐ Average
- ☐ Criteria#1
- ☐ Criteria#2
- ☐ Criteria#3
- ☐ Criteria#4

Select	ID	Team Name	Crit#1	Crit#2	Crit#3	Crit#4	Average
[X]	1	CLI Programmer	68	100	100	100	80
[]	2	I Hate Emacs	98	20	20	25	50
[]	3	Windows User	65	65	70	60	65
[]	4	Women Only	10	80	10	25	46

[Grand Prize](#)

[Prize #2](#)

[Prize #3](#)

Admin

Home

Register

Projects

Results

Sign In(email@usfca.edu)

HackDay Name:

Criteria:

Item One

Item Two

Item Three

Item Four

Item #

Judges:

Item One

Item Two

Item Three

Item Four

Item #

Numbers of Teams Limit:

300

Phase:

☒ Open

☐ Start

☐ Voting

☐ Finals

☐ Close

Description:

Start:

31/12/2016

End:

01/01/2017

Project Timeline

Starts: 9/18/2016(Week 5 based on the Canvas Schedule)

Ends: 12/15/2016(Week 17 based on the Canvas Schedule)

Works	Time(Week)	Person
Registration Form(Front)	5	Jeremiah
Registration Form(Back)	5	Teng
Magic Link & Url Security	5	Yi
Menu Bar	6	Yi
Home & Projects & Results(Front)	6,7	Teng, Jeremiah
Administrator	6,7	Jeremiah
Vote System	7	Yi, Jeremiah
Home & Project & Result(Back)	8,10,11	Teng, Jeremiah
Team Management System (Front+Back)	8,10,11	Yi, Jeremiah
Midterm Presentation Preparation	9	Jeremiah, Teng, Yi
Midterm Presentation	10	Jeremiah, Teng, Yi
Project Submission(Front)	12	Yi, Jeremiah
Project Submission(Back)	12	Teng, Jeremiah
Finalists(Front+Back)	13	Yi, Teng, Jeremiah

Testing Core Functionality & Clean Up / Countermeasure of Delays	14	Jeremiah, Teng, Yi
Countermeasure & Poster and Final Presentation preparation	15	Jeremiah, Teng, Yi
Countermeasure & Extra Functionality implementations	16,17	Jeremiah, Teng, Yi