

CS GAMES 17

MOBILE COMPETITION

PARTICIPANTS

2

WORKSTATIONS

UNRESTRICTED

VALUE

6%

DURATION

3 HOURS

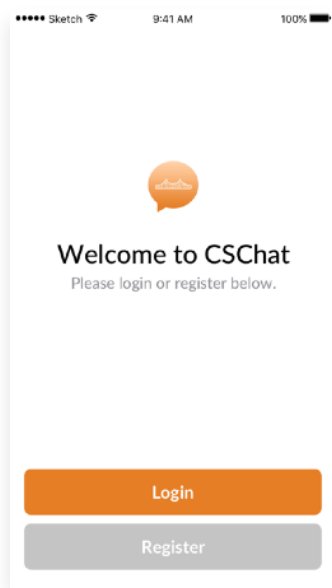
THE STORY

Saturday, March 25th, 2017, 2 PM. Your tech business in expansion already distinguishes itself from the others : VCs are observing great talents inside your team. Curious about the extent of your skills, they would like to validate a key aspect of your growth potential – as a matter of fact, every good startup from our era seeks to reach their potential users through mobility, right in the heart of their everyday lives.

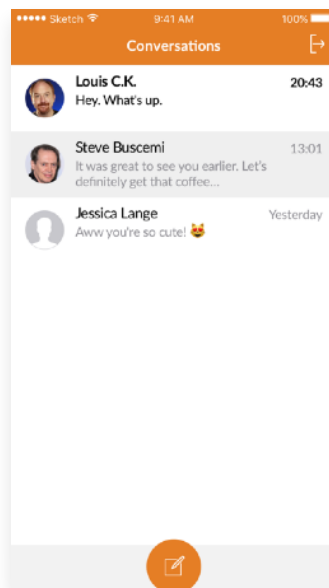
VCs want to evaluate your expertise in this constantly growing field, knowing this aspect can rapidly become the main reason of success (or fail) of your business. In order to do it, they want to see your approach in front of the most beaten path: real-time messaging. A countless number of startups have tried to inspire themselves from **Slack** and its multiple counterparts; some of them have succeeded, but many have failed.

Using our sample project specially designed for this event, called **CSChat**, we're asking you to build what you think would be **the** perfect new contestant in mobile messaging, which could eventually become the next **Messenger**.

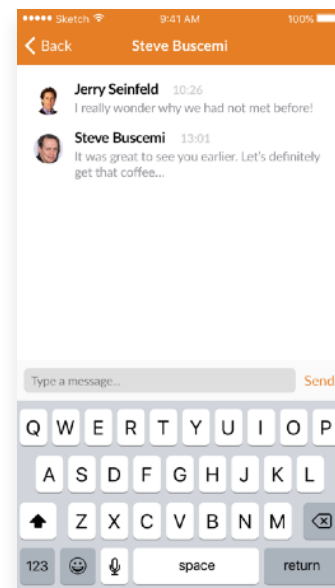
We know our field quite well – show us how you get the fire burning! 🔥



Welcome Screen



Conversations Screen



Messages Screen

THE CHALLENGE

Build the new revolution in real-time messaging on smartphones.

Starting from **CSChat**, create an application that stands apart from the competition with innovative features or a renewed approach.

STARTING POINT

The full source code of **CSChat** is available here:

<https://www.github.com/mirego/csgames17-competition>

It includes the base projects for *iOS* and *Android*, which you can use to begin developing. You are not required to use them, but your app must be build using the native SDKs (Cordova, Xamarin etc. are not allowed).

A web server template was built in Node.js to make it easy for everyone to extend. The data is persisted using an embedded data store, so it doesn't require any database system.

Each project has its own documentation inside the **README** file, including setup instructions to get started. First start by cloning the full repository from Github, then follow the directions to build and run the mobile applications and the web server.



GOALS

We're not asking you to build a full **Slack** or **Messenger** clone in 3 hours, we're not crazy. However, we want to give you the opportunity to choose *what* you will implement and *how* you will do it.

You **don't** have to meet all the goals, or every feature listed in each; focus on *what inspires you the most*, based on your interests and abilities.

GOAL #0 : MAKE SOMETHING AWESOME!

We think that an important goal for your team should be to impress us. So, when you hand-in your work, let us know what you think makes it awesome – be it a cool UI transition, an innovative way to share data between two users, or awesomely crafted code.

GOAL #1 : SHARE CONTENT

Slack and **Messenger** kind of apps would have never made it if users could not share with each other. We've provided you with a sample mobile application and web server that allows very basic communication. Expand its capabilities by:

- Allowing **real-time exchanges** of text messages between users
- Allowing **real-time exchanges** of multimedia messages between users
- Allowing the sender to **create new conversations** with one or multiple users, and be able to receive notifications for new communications
- Allowing messages to be **private** and only accessible by the intended interlocutors
- Allowing users to **register** and **sign-in securely** onto the app

As explained above, you don't have to do all this – select what you think matters the most.

GOAL #2: CRAFT MESSAGES

Sharing content is fun, but we can make it more personal by having users customize the content and the visual aspect of their messages. Introduce customization in the app by:

- Allowing the user to send **rich-text messages** (Markdown, WYSIWYG formatting)
- Allowing the user to send **special content** (stickers, GIFs, full-screen animations)
- Allowing the user to initiate **video calls** (similarly to FaceTime or Skype)
- Allowing the user to **stylize the application** (change the theme, colors, fonts)

Again, this is just for inspiration – implement what you think would make the app better.

SUBMISSION

Keep 10 minutes at the end of the competition to prepare your project for submission.

Open the file named **SOLUTION.md** in the project directory, and replace the texts surrounded by **underscores**. This will help us see what you *planned* to do and what you *ended up doing*. Take your time to explain every detail of your solution – we don't want to miss any part of it.

Then, delete the following folders from the project directory:

- ✓ **android/build**
- ✓ **ios/Pods**
- ✓ **server/node_modules**

This will help reduce the size of the project and avoid overloading the server.

After your solution is correctly described and the folders are clean, archive the entire project directory in a single zip file and submit it through the system provided by the organization.

SCORING

We will score your work based on **how well you did** on each feature, not the **number of features** you did try to implement. It's better to do *one thing really well* than do *multiple things incorrectly or incompletely*.

Your solutions will be marked using the following grid:

Criteria	Points
Solution <ul style="list-style-type: none"> - General resolution of the problem - Originality of the solution - Quality of the integration (look and feel) - Respect of the theme 	/ 50
Implementation <ul style="list-style-type: none"> - General quality of the code - Good use of programming patterns - Good use of libraries and external resources - Respect of the platform standards 	/ 30
Quality <ul style="list-style-type: none"> - Respect of the project structure - Respect of the language syntax 	/ 10
Submission <ul style="list-style-type: none"> - Solution description provided and well-documented - Project archive cleaned and easy to use 	/ 10
Total	/ 100

ONE MORE THING

Focus on your strengths and impress everyone.