Participation Guidelines

TEG Tech Events FY19 **Hackathon**

General

1. This is a 32 hour Hackathon.
2. Teams can be comprised of 4 people at the maximum.
3. Teams should be able to develop and demonstrate a working prototype towards the end of Hackathon.
4. You may use any online content that is freely available in public domain, such as images, open source libraries, existing APIs and platforms, and so on. However, it should not violate any copy rights or other Intellectual Property rights of anyone.
5. Written documents, pre-existing material, designs and the like are allowed to be carried to the event.
6. You will be given up to 5 minutes to present the finished project to a panel of judges.
7. Any intellectual property developed during the Hackathon will belong to QuEST
8. All the source code developed during the event should be uploaded and managed in a common Git repository. The Git credentials for logging, as well as the folder structure and a template for README file shall be communicated separately. It should be possible to recreate the setup easily from Git later, since the machines will be formatted after the event.
9. Data created as part of Hackathon inside each local machine (including downloaded and any copied content) should be kept inside a separate folder named `Hackathon`.
10. There will be no access to QuEST internal network. Meanwhile, external network with enough internet access credentials will be provided.
11. Evaluation will be based on the work done during the 32 hour Hackathon.
12. The decision of judges will be final.

Timeline

Date	Time	Description	Remarks
15 Feb 2019	08:00 AM	Venues Open	Teams to occupy designated workstations
15 Feb 2019	08:15 AM	Opening Ceremony	Hackathon Clock Starts Count-Down
16 Feb 2019	04:15 PM	Closing Ceremony	Hackathon Clock Stops
16 Feb 2019	04:30 PM	Photo Session	At each Venue
16 Feb 2019	04:45 PM	Evaluation Starts	Each team to get a separate time slot for evaluation & video shoot
16 Feb 2019	07:30 PM	Evaluation Ends	
18 Feb 2019	11:00 AM	Roadshow Begins	Same location for each team
18 Feb 2019	03:00 PM	Roadshow Ends	

DO's & DON'T's

1. **Do** build on the idea given as problem statement
2. **Do** arrive at a solution that can be implemented as a prototype
3. **Do** collaborate with Mentor assigned to you for clarifying all sorts of technical queries.
4. **Do** plan smart by partitioning activities appropriately between members so as to maximize their productivity throughout the entire duration of Hackathon
5. **Do** store data only in designated folders in the machine
6. **Do** use open source modules, code snippets, etc.
7. **Don't** violate IP rights of third parties
8. **Don't** hardcode credentials of cloud access.
9. **Don't** use any source code owned by QuEST or our customers.

Additional Rules

1. Three desktop(s)/laptop(s) machines will be assigned to each team. You are welcome to bring additional components if you have specified so in the briefing document. Make sure to inform the organizing team about the components you bring.
2. Any hardware supplied to you belongs to the organization and are expected to be handled with proper care. On closure of event, it is team's responsibility to return back all allocated machines & gadgets along with developed script (through Git check in).
3. Teams will be monitored and are expected to follow common QuEST Code of Conduct in terms of machine/internet/facility usage.
4. Participants will be able to get tea, coffee and snacks at all times during the competition. Arrangements are made for dinner on Friday, and Breakfast & Lunch on Saturday.
5. Common rooms for relaxation and refreshment will be arranged by the organizers.
6. Teams have option to work throughout the entire 32 hour event.
7. Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features are not allowed.
8. Have fun. Hackathons are amazing, and so are you. Do enjoy the *process* as much as, or even more than, the *outcome*.
9. Open your mind. Hacking unites people from different backgrounds. Be prepared not only to learn something new, but also from the amazing people around you.
10. Hack, meet new people, get creative, and have a good time. Getting something meaningful done within such a short amount of time can be stressful, but we'd like to encourage everyone to take a break every now and then to relax and enjoy the event.
11. Friday Dress code shall be followed for the event. On Saturday, 16 Feb, you will be given a Hackathon T-shirt to be worn for the day, including in the Photo Session and video shoot.

Wifi Details

The default SSID is **Q-HACKATHON** and passphrase key is **@ccess2Hackathon**

Note: You may get a different SSID depending on the exact location of your team, to be communicated separately to relevant teams.

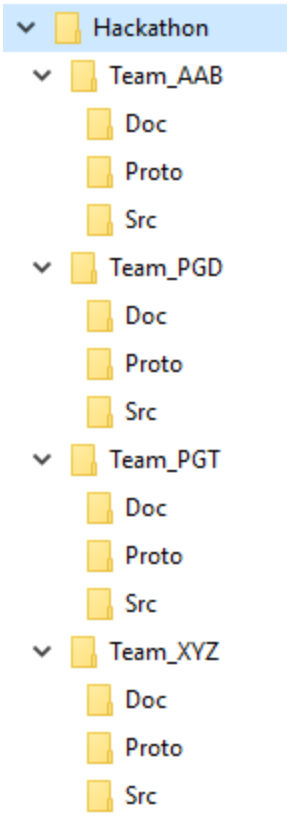
Machine Login Details

User Name: Administrator

Password: Quest1234

Source Maintenance

1. Tool used for source maintenance: Git
2. Git Link: http://intvmgitsrv02/projectname.git
3. Access Credentials: Git access links will be shared separately.
4. Repository structure: Complying with the participation guidelines, create the Git folder inside Hackathon directory. Add content and code to relevant folders.



- README.md
- [Doc] – Any support documents or reference documents including Project Brief, Project Pitch, README.md, etc. User manual for creation of binary, installation or deployment.
- [Src] – Source files. Teams can create sub folders as per requirement.
- [Proto] – The files which are needed for installation or deployment of the system. Test data for the solution if any. Make sure all dependency packages/info to be referenced inside the README.md rather than keeping a local copy here for deployment if any. Information of additional libraries, applications, database, installation files etc. shall be captured in the reference document for future reference. Do not copy the entire content, especially FOSS applications, open source libraries, setup files etc. on to any of allotted Git folders.

b. Content of README.md – Repository will be provided with default template. Teams can reuse and fill in the details, and more sections if need to be.

```
# Project Name

TODO: Describe briefly about the project scope, end result and value proposition

## Application Screenshots

TODO: Capture a few screenshots of application screen

![Application Screen shots](application_screenshots.gif "Application Screen shots")

## Architecture

TODO: Briefly describe the architecture with diagrams.

![Application Architecture](architecture_diagram.jpg "Application Architecture")

## Application Components

TODO: Describe the core components / frameworks / libraries used in the application

## Dependencies

External libraries, web services or cloud components used

## Installation Procedure
```

TODO: Describe about the steps for installation, prerequisites

Usage Instruction

TODO: Describe about how to use the application

Contributors

- Ideated by:
- Mentor(s):
- Team:

References

TODO: Mention about the references used for this contribution.

* Refer to the [latest news](https://somedomain.com/article.html) about the domain/technology.

* Glimpse through the [research paper](https://somedomain.com/index.html) for developments in this area.

* Refer to [data source](http://somedomain.net/data/file.xls) for the survey results and insights provided.

Static Code Vulnerability Check

It is recommended to perform static code security analysis to identify the security vulnerabilities in developed code. SonarQube is an automatic code review tool to detect vulnerabilities and the same will be available in Hackathon network for performing code security scan. A sample user guide is available in the following location <\\intvmgitsrv02\General>

SonarQube plugin library and documentations are available in the following location. Please check and download the appropriate plugin to perform the scan.

https://docs.sonarqube.org/display/PLUG/Plugin+Library

Supporting Programming Languages				
ABAP	Flex	Objective-C	VB6	XML
Apex	Go	PL/I	Scala	PL/SQL
C/C++	HTML	PHP	Swift	
C#	Java	Python	T-SQL	

CSS	JavaScript	RPG	TypeScript	
COBOL	Kotlin	Ruby	VB.NET	