



AUGUST 6TH - 8TH 2021

XHacks Judging Criteria

General Criteria

This criteria is applicable for all projects, regardless of the track chosen. The points collected from this criteria are to be added to the points collected from track-specific criteria to generate a total participant score.

Problem Solving /5

- How large is the problem that the team has identified?
- How large is the market in which the problem is based?
- Is the problem a unique one that existing products do not already solve?

Level 1	Level 2	Level 3	Level 4	Level 5
The project does not identify a problem that exists in the current market. This exact problem is being solved by numerous products .	The project identifies a problem, but the problem is small in nature and affects a very small percent of the population. The problem is being solved by existing products.	The project identifies a problem that is medium in size and affects a significant portion of the population. The problem is only being solved by some existing products.	The project identifies a problem that has a significant market and affects a large portion of people within that market. The problem is only being solved by a few products.	The project identifies a problem that has a very large market and affects nearly every single person within that market. The problem is not being solved by any / 1 or 2 products.

The Solution /5

- How well does the project solve the problem that has been identified?
- Is the solution well thought out, well executed and functional?
- Does the solution incorporate a new way of thinking about the problem and a unique set of features that is not found elsewhere?

- Would a consumer actually use the product?

Level 1	Level 2	Level 3	Level 4	Level 5
The project does solve the problem that it has identified and the solution is not functional whatsoever. The solution is not well thought out and has no unique aspects. No users would use this product.	The project barely solves the problem that it has identified and the solution has quite a few bugs and is barely functional. The solution is not well thought out but incorporates 1 or 2 unique aspects.	The project somewhat solves its problem and the solution is somewhat functional. The solution is relatively well thought out and incorporates some unique aspects. A potential user may use the product.	The project solves its problem well and the solution is quite functional. The solution is well thought out and incorporates unique aspects. A potential user would seriously consider using the product.	The project solves its problem exceptionally well and the solution is fully functional. The solution is very well thought out and incorporates numerous unique aspects and a unique philosophy. A potential user would certainly use this product.

Solution Complexity /5

- If the product is built using code, how complex is it for the product to be built? If the product was only designed, how complex are the user flows and the application itself?
- Does the solution show evidence that the team has challenged themselves in order to create the product?
- Does the solution incorporate best practices in terms of security and good user experience?

Level 1	Level 2	Level 3	Level 4	Level 5
The project is not complex at all. It involves no code or design	The project is not very complex but does involve code or design	The project is somewhat complex and involves	The project is complex and involves a great deal of code and	The project is very complex and requires exceptional code

skills and does not show evidence that the team has challenged themselves.	skills. There is little evidence that the team has challenged themselves, however the output of the project does show some amount of merit.	substantial code and design skills. The team has clearly faced challenges while making the project and it somewhat incorporates security and UX best practices.	design skills. The team would have faced numerous challenges while building this project and it clearly incorporates the mentioned best practices.	or design skills. The team has definitely faced challenges while building the product. The complexity of the solution is very high and it incorporates many security and UX best practices.
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User Interface and Aesthetics /5

- Does a proper user interface exist?
- How well is the user interface designed?
- Are the aesthetics of the project pleasing?

Level 1	Level 2	Level 3	Level 4	Level 5
The project does not have a proper user interface.	The project has a user interface, but it is poorly designed and not aesthetically pleasing.	The project has a user interface that is somewhat well designed and gets the job done in terms of aesthetics.	The project has a pleasing user interface that is designed well and shows clear evidence of design effort and experience.	The project has an exceptional user interface that mimics professional UIs and is nearly indistinguishable from modern software interfaces.

Presentation and Demo /6

- Does the pitch describe the problem, solution and features of the project?
- How well does the team communicate their idea? Are proper communication skills evident?
- Are all the features of the project clearly presented?
- Is a demo link provided? If so, add +1 to the score

Level 1	Level 2	Level 3	Level 4	Level 5
The project does not have a demo link, demo video or a presentation of any kind.	The project has a demo video but it is poor in nature and barely explains the project. It is difficult to understand exactly what the project is. Very little features are presented.	The project has a demo video that somewhat describes the problem, solution and features. Communication skills are somewhat shown.	The project has a well-made demo video that presents the problem, solution and features well. Communication skills are evident throughout the video.	The project has an exceptionally well made video that clearly details the problem, solution and features in an attractive manner. Communication skills are excellent.
If the project has a demo link (the project has been deployed and is accessible by you to interact with), add 1 point to the presentation score.				

Track Criteria

The following criteria is designed to evaluate projects submitted to specific tracks. Each project will only receive a score for **one of these tracks**. Each component of the criteria is to be evaluated from **1 to 10** for the project with 1 being the lowest score and 10 being the highest score.

Veteran Track /15

- How technically complex is the project?
- Does it require a large amount of experience and effort in order to build?
- How easy is it to replicate?

Startup Track /15

- How large is the market for the problem that the project solves?
- Would users use this product with its proposed / current features?
- Is the product close to an MVP?

Open Source Track /15

- How useful is the project to the open source community?

- Does it solve an existing problem that other packages / libraries do not solve?
- Does the library / package's philosophy or way of thinking differ from the current method of doing things?
- Is the advancement technically complex?

Idea Track /15

- Does the project satisfy industry-level UI and UX standards?
- Would a user have difficulty using or understanding the product with its current designs?
- Has the team described their workflow in getting to this idea and has their pitch clearly demonstrated how their idea could evolve in the future?

Solo Track /15

- Has the individual done an impressive amount of work by themselves?
- Have they encountered challenges and difficulties that are difficult to overcome as an individual?
- Have they been able to handle all parts of the project well just working by themselves?

Negations

The following negatives will be applied to the final score of the project if any of these are found to be true.

- The project does not have a working video (-10)
- The project's demo video goes over the time limit of 4 minutes **by more than 15 seconds** (-5)
- The project does not provide a link to its Github repository or designs (-5)
- The Devpost submission is incomplete (-5)
- The project shows indication of work being done before the hackathon (**Disqualified**)