

Rules of the Hackaton

Eligibility

- Female attendees from all backgrounds and geographies are welcome.
- You must be at least 17 at the time the hackathon takes place and in case you are under 18, you must provide a waiver signed by your parents or guardians authorizing you to attend the hackathon.

Team Formation

- Teams can consist of at least two team members to a maximum of 6 members. Exceptions can be made for teams to have more than 6 members on a case-by-case basis. Contact the hackathon committee in case you need to have a team of more than five members.
- All teams should have a team name and be registered with the organizers.
- The team page listing should have the following:
 - The team lead must list a mobile phone number.
 - All team members will be listed with their names
 - Short abstract of the project
 - The tools / SDK used to build the project if applicable

Project Development

- No development may start before the actual date and time of the event. Any teams that violate this rule will be automatically disqualified. The first line of code / the first design should be written on or after December 15 after the team has registered.
- The project development will take place at School 42 or outside when the school is closed (The School 42 will close on Saturday at 8pm and reopen Sunday at 9am)
- Any software tools, game engine, IDE, and/or programming language can be used for the event. If a team member uses a purchased tool licensed to him or her and the license is not transferable to other members, the member's team must choose one available to all developer teams.
- To ensure a level field for all contestants, all code must be created only at the hackathon.
- A team can submit only one entry for the hackathon. Participation at the hackathon is subject to a "per-team" basis meaning you are not allowed to be on more than one team at the event.

Project Submission & Results

- All projects should be submitted to the hackathon judges before judging begins on Sunday December 14 at 3:00 pm. Failure to submit will result in disqualification.
- When development ends at least one member from each team will have 3 minutes to present their work to the jury and the rest of the teams
- The winners will be announced at 5pm.

Attendee Code of Conduct

- Be respectful: Treat everyone with respect, regardless of their gender, race, ethnicity, sexual orientation, disability, or any other factor.
- Be inclusive: Try to include everyone in your team and in the hackathon community.
- Be professional: always Conduct yourself in a professional manner.
- No harassment (no exceptions)
- No disruptive behavior: Do not disrupt the hackathon in any way, such as by making loud noises or playing music without headphones.
- Photography and videography: It is important to respect people's privacy and to ask permission before taking their picture or recording them.
- Help to create a positive and supportive environment for everyone.

By following the code of conduct, you can help to make the hackathon more enjoyable for all.

Happy Hackathon !!!

Appendix

TEAM NAME : _____

TEAM LEADER : _____

TEAM LEADER CONTACT NUMBER : _____

TEAM MEMBERS : _____

PROJECT DESCRIPTION :

TOOLS/SDK USED :