

HopperHacks IV Contest Rules

*****Note: all days/times given are in Pacific Daylight Time*****

Please note: Failure to adhere to rules may result in disqualification.

General Rules

- Teams should be made of 1 to 4 people.
 - No prizes will be given to extra team members.
- All team members must contribute to the group's project.
- Prizes are non-negotiable.
- Projects must be websites; **this is a web dev only hackathon**. Apps and hardware projects will not be accepted.
 - All languages will be accepted as long as there is an accompanying frontend (ex: HTML/CSS/JS, Python/Flask, React etc.)
- Reusing code from other projects or hackathons is not allowed.
- Teams can work on ideas that have already been done, but we encourage participants to contribute their own innovation.
- Teams are allowed to use libraries, frameworks, or open-source code in their projects, as long as such sources are **properly given credit** or are **cited**.
- Adding new features to existing projects is allowed; however, participants must specify with comments or through written explanation in their submission which features are new. This should also be clarified verbally in the presentation video and shown on the slides.
- **Teams must stop hacking once time is up at 7:30 PM on Saturday.**
- Participants must submit their projects to Devpost **by the specified deadline of 9:00 PM PDT on Saturday**. No exceptions will be made. Plan accordingly.

Teams

- Teams can either be "prearranged" or "randomly" assigned.
- "Prearranged" teams must submit their members' names to the Prearranged Teams Google Form, which will be released at **8:00 AM on Saturday (3/19) PDT** and will close at **9:00 PM on Wednesday (3/23) PDT**.
-

- “Randomly” assigned teams must fill out the Randomly Assigned Teams Google Form, which will be released at 8:00 AM on Saturday (3/19) PDT and will close at 9:00 PM on Wednesday (3/23) PDT.
- Team assignments will be released at 3:00 PM on Thursday (3/24) PDT.
- Participants can only be a part of one team, either “prearranged” OR “randomly” assigned, but not both.
 - In the case that a participant submits both the prearranged team google form and the randomly assigned team google form, they will be randomly assigned to a team.
 - In the case that a participant is listed as a member of multiple teams, they will only be included in the first team listed.
 - If a participant works with two or more teams during the hackathon, they will be automatically disqualified from the event.

Divisions

- HopperHacks III has three divisions based on different themes:
 - Division 1: Environment
 - Division 2: Diversity/Inclusion
 - Division 3: Community
- The participating teams will be equally split into the three divisions based on each team’s preferences recorded on the Divisions Google Form, which will be released on Thursday (3/24) at 3:00 PM PDT and closes on Friday (3/25) at 5:00 PM PDT.
 - Each team will assign one member to fill out the Divisions Google Form.
 - We will only regard your first submission.
 - Teams are assigned according to the chronological order of **received** submissions.
 - No division is guaranteed. Teams can be assigned their first, second, or third choice.
 - Assigned divisions are non-negotiable.
 - Teams cannot switch between divisions.
- Teams will receive their divisions on Saturday (3/26) at 10:00 AM PDT.
- The three divisions will be judged equally.

Project Submission Rules

- Please reference the Devpost submission demo to see the correct method for submitting your project.

- Each team will submit a video recording of their presentation to Devpost. Maximum video length is **5 minutes**.
 - Recommended time distribution: 3 minute pitch, 2 minute program demo
- Presentation Requirements
 - Videos should titled **“Team Name - Project Name”**
 - Include the following:
 - Name of the team and members
 - Team division
 - What problem is your project solving?
 - What does your website do?
 - Screenshots and/or demo of the user interface & code