



HACKATHON 2023 Submission Guidelines

1. **Project Description:** Each submission should include a brief description of the project, including the problem being addressed, the target audience, and the proposed solution. This will help the judges understand the project and its potential impact.
2. **Write-up, Demo Video, or Functional App/ App Link:** A write-up, demo video, or functional app must be submitted that showcases the project's features and functionality. The demonstration must clearly show the use of Upland 3rd party development tools. If you are submitting a functional app link, please ensure the link is functional before submission.

Please Note: Your hackathon submission must consist of original code developed exclusively for the Upland & Eos Network Foundation Super App Hackathon; however, you can make use of pre-existing open-source projects and ready-to-use assets by modifying them to match your unique idea.

3. **Documentation:** Documentation should be provided to help the judges understand how to use the project. This will allow the judges to get a better understanding of the user experience and the project's usability.
4. **Presentation:** Participants should prepare a presentation to showcase their project during the judging process. The presentation should be clear, concise, and visually

appealing.

5. **Team Information:** The team should provide a list of all team members, including their names and email addresses. This will help ensure all team members receive communication about the hackathon.
6. **Technical Requirements:** Participants should provide a list of the technical requirements needed to run the project. Please ensure your code is functional and compiled with concise documentation on how to run the code.
7. **Code of Conduct:** Participants should adhere to the code of conduct specified for the hackathon, and submissions should not contain any offensive or harmful content.

For this Hackathon, you will utilize Upland Developer Tools to create unique apps and games that integrate with Upland Developer Tools.

User mapping - maps IDs of users of your application to Upland user IDs

- **Escrow Service** - provides the ability to create the escrow container for your application and the ability to place user properties into the escrow container, query the transaction finality, and resolve the escrow container (for example, transfer properties from losers to winners, take a cut for the developer, etc.) per your instruction.
 - **The following Upland Assets are included in the Escrow Services for this Hackathon...**
 - UPX
 - Block Explorer NFT
 - Structure Ornament NFT
 - Spirit Halloween Legits
 - SPARK
- **Read-only APIs** - for you to run various queries.

Deliverables:

The following materials must be submitted [here](#) by the deadline noted above.

- A prototype of your project that utilizes Upland assets and Developer Tools
- A slide deck or written document that details, at a minimum:
 - A description of your project and how it adds value to the metaverse
 - Your approach to using the Developer Tools
 - The potential business opportunity and the use of grant funds
 - A summary of your team, including each person's role and contribution to the project
 - Any other relevant materials that show why your product deserves to be in the top 3

- (Optional) A recorded 3-minute pitch that introduces and explains your concept

Team Composition:

Teams can range in size from 2-5 people and should include a mix of skills and roles such as:

- Project Leader
- Graphic/Design
- Computer Science
- Communication/Marketing Role

Rounds, Judging, and Scoring:

There will be two rounds of judging in the Upland Hackathon. In the first round, all submissions will be reviewed and scored. The **top 3** highest scoring submissions from each track will be named Hackathon Finalists and be invited to the second round. The second round of judging will require a team representative to present live at Genesis Week in Las Vegas in front of the judges and a live audience. More details will be provided to finalists on what to prepare for the final round. Judges will once again score each submission and select a Grand Prize winner! The live audience will also vote on their favorite to win the Community's Choice award.

All submissions received by the Friday, **May 26th, 5:00 PM PT** deadline will be judged and scored based on the following criteria.

Quality of Pitch

- Includes creativity, originality, and the “wow” factor of the idea. This portion should cover how your product adds value to the stakeholders.

Quality of Prototype

- Includes how well the idea was executed by the developers. The design layout and user experience are easy to follow. (Polishness)

Use of Upland 3rd Party Developer Tools & Services

- How well did the team implement Escrow and Resolution Services? Includes the relevance and potential positive impact of the Escrow services to Upland's player base and ecosystem. In other words: Usefulness.

Team Composition and Skills Diversity

- How well is the team organized and composed? How well did the team collaborate to accomplish their goal? How versatile is their team?

Business Feasibility

- Does the solution bring business value? For example: Can it be monetized? Can the solution enhance the Upland brand and bring awareness?

Fulfillment of the Mission Statement

- How well did the project meet the Mission of the Hackathon? What is the overall impression of the project in creating value for Upland Stakeholders?

Innovation Track:

Please Note: For the Innovation Track, projects will be judged on their potential to drive new player growth and daily reactivation in the Upland ecosystem. Keep this in mind while developing your project, as it is a crucial aspect of the evaluation process.

Code of Conduct:

All participants are required to agree with the following code of conduct. Upland will enforce this code throughout the event. We expect cooperation from all participants to ensure a safe environment for everybody.

Respect: All participants must treat each other with respect, regardless of their background, gender, ethnicity, sexual orientation, or any other characteristic.

- **Harassment:** Harassment of any kind, including verbal, physical, or online, will not be tolerated. This includes offensive language, personal attacks, and unwanted physical contact.
- **Diversity and Inclusion:** Participants should actively promote diversity and inclusion, and should not engage in any behavior that discriminates against any individual or group.
- **Safety:** Participants must prioritize their own and others' safety and report any concerns to the organizers.
- **Collaboration:** Participants should foster a collaborative and open environment, share their knowledge and skills, and support each other.
- **Intellectual Property:** Participants must respect intellectual property rights and not use others' work without proper attribution or permission.
- **Code of Ethics:** Participants should adhere to a code of ethics that is aligned with the values of the hackathon.

- **Rules:** Participants must follow all the rules and guidelines of the hackathon, as well as all local laws and regulations.
- **Consequences:** Failure to adhere to the code of conduct may result in disqualification and immediate removal from the hackathon.

Disqualification:

- **Plagiarism:** Participants may be disqualified if they are found to have copied someone else's work without proper attribution or permission.
- **Code of Conduct Violation:** Participants may be disqualified if they engage in behavior that violates the hackathon's code of conduct, such as harassment, discrimination, or offensive language.
- **Missed Deadline:** Participants may be disqualified if they fail to meet the submission deadline or if they submit an incomplete or non-compliant submission.
- **Technical Violation:** Participants may be disqualified if they violate technical rules or guidelines.
- **Cheating:** Participants may be disqualified if they attempt to cheat or gain an unfair advantage over other participants.
- **Inappropriate Content:** Participants may be disqualified if their submission contains inappropriate or offensive content or if it violates any laws or regulations.
- **Failure to Follow Rules:** Participants may be disqualified if they fail to follow any other rules or guidelines established by the hackathon organizers.