

***updated FAQ here**

BeaverHacks FAQ

Current Hackathon: Spring 2021 | Last updated: 04/07/21 by KB

Opening Ceremony Slides: [Link](#)

When are Proposals due?

Proposals are due on **Wednesday, April 7 at 11:59PM PT/UTC - 7**. Please submit them in the Hackathon Club Slack Workspace under **#proposals**.

What is a Proposal?

The purpose of the proposal is so we can confirm that no projects violate the hackathon code of conduct and things of that nature.

At minimum, please include **Team Name (the same one from the Team Sign Up Form), Project Name, and Proposal (short description of what your team is planning to do/make)**.

If at any point during the competition your team decides to change its project significantly (e.g. your original proposal no longer accurately describes your project), you must submit a new proposal in **#proposals**.

When are Projects due?

Projects are due on **Sunday, April 11 at 4:00PM PT/UTC - 7**.

How do I submit my team's project for judging?

You'll need to do the following:

1. Upload your project to [Devpost](#)

The Devpost is where the judges will be accessing your projects. Devpost allows you to link repositories, including GitHub, repl.it, websites, etc. to help direct judges to your project.

2. Fill out the [Presenting Order for Project Demos Form](#)

Even if your team cannot make it to the Project Demos, you must fill out [this form](#).

3. Present and Demo for your peers and judges (Project Demos)

On **Sunday, April 11 at 5:00PM PT/UTC - 7**, we will be holding a Zoom conference call. Here you can present and demonstrate your project for your peers using screen sharing.

This Zoom call will also be recorded for viewing by the judges.

If your team cannot make it to Project Demos, your team must include a video demoing the project to the Devpost submission.

Where and when do we present our project?

On **Sunday, April 11 at 5:00PM PT/UTC - 7**, we will be holding a Zoom conference call (Project Demos). Here you can present and demonstrate your project for your peers using screen sharing. A link to the Zoom call will be posted in **#announcements** after the submission deadline has passed.

This Zoom call will also be recorded for viewing by the judges. The judges will not be present during the Zoom call.

What if our team cannot make it to Project Demos?

If your team cannot make it to Project Demos, your team must include a video demoing the project in the Devpost submission.

How should my team present our project?

You should make a presentation covering your hackathon experience, including explaining your project, list your tech stack, what went well, and what you learned from working on your project.

Judges find it easier to follow along and understand projects that are accompanied by a presentation when watching the demo session recording.

Presentations can be made with a variety of programs, including Google Slides, Microsoft PowerPoint, and Keynote.

My project is a web app/website. Can it be on localhost, or do I need to host it somewhere?

Your project will need to be hosted somewhere for the judges to interact with it.

Depending on your project, some options for hosting include: GitHub Pages, Amazon Web Services (AWS), and Microsoft Azure.

OSU students have access to Azure in particular: Check out instructions [here](#)!

Does my project need to be software or a web app? Can I do something hardware-related?

Yes! For example, we've had past participants use microcontrollers in their submissions.

If you are creating a hardware project, please record a video of it in action as a part of your demonstration and play it for us during the presentation/demo Zoom call. You can upload this video to YouTube and link to it on your Devpost submission as well.

I'm interested in learning a new framework -- can I practice this framework before the hackathon, or is this against the rules?

It's totally fine to learn a framework, API, technology, etc. that you plan to use. You just have to start a project from scratch when the hackathon officially starts.

For example, if you plan to host a web app on AWS, then you could learn about how to do that and could even practice doing it. But don't actually start coding or hosting anything that your project will use until after the start time.

Slackbot Commands

If you have any questions, please type any of the commands below on slack, and Slackbot will respond with the corresponding information or link.

FAQ / question / proposals / resources / theme
deadline / opening ceremony / demos / demonstrations

For example:



Karen Berba [Officer] 🧑🏻‍💻 1:30 PM
faq

Today ▾

✎ Custom response



Slackbot 1:30 PM

<https://docs.google.com/document/d/1NwDWXQ3hHkpx30ReBKlzhvsPYN3VGrLDK3KxVRX3AGM/edit?usp=sharing>



Karen Berba [Officer] 🧑🏻‍💻 1:48 PM
deadline

✎ Custom response



Slackbot 1:48 PM

Proposals are DUE on [#proposals](#) by Wednesday, Dec. 16th at 11:59 PM PDT/UTC - 7!

Projects are DUE on Devpost by Sunday, Dec. 20th at 5:00 PM PDT/UTC - 7!

Demos/presentation of your team's project are DUE on Sunday, Dec. 20th at 6:00 PM PDT/UTC - 7!



Karen Berba [Officer] 🧑🏻‍💻 1:49 PM
proposals

✎ Custom response



Slackbot 1:49 PM

Project proposals must be submitted by 11:59 PM PDT on Wednesday, Dec. 16th! Post a brief summary of your project idea in [#proposals](#). If your team decides to change its project significantly, post a new one.

When can I start hacking?

Hacking begins on Thursday, April 8 at 12:01 am PT.

Can my team start working on our project before BeaverHacks begins?

No hacking can begin until **Thursday, April 8 at 12:01 am PT**. If your team wants to set up a basic github repo beforehand or begin planning out the project, that is allowed.

Make sure to observe the rule: “All projects must be built entirely during the hackathon time-frame”.

Rules

- Teams must consist of no more than 4 people
- All projects must be hosted on Github (entire commit history must be present)
- All console apps must include a repl.it project link with their submission
- All projects must be built entirely during the hackathon time-frame
- Projects must be built solely by group members
- Teams can work on an idea that they have worked on before (as long as they do not re-use code)
- Teams can use libraries, frameworks, or open-source code in their projects.
- Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
- 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 the voting period 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 is not allowed.
- Projects or behavior that violate either the Hack Code of Conduct and/or the OSU Code of Student Conduct are not allowed
- Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the rules, violating either code of conduct (see above) or other unsporting behaviour