



Software Requirement Specification

Hackathon Event Management Application V1.0.0 - Last Updated: June 5th, 2024

Written For

SF Hacks

By

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1. Introduction

1.1 Purpose

This document, the Software Requirement Specification (SRS), details the functional and non-functional requisites for a hackathon event management application. The application is intended to centralize and manage key operations and data surrounding all stages of hackathon events: pre-event, during, and post-event. Stakeholders, developers, and management are intended to read this document.

1.2 Scope

This SRS defines the requirements for a full-stack application that will enable the necessary features for managing hackathon events on both organizer and participant level. This creates a centralized hub of information allowing for more efficient and streamline communication between hackathon organizers and participants.

1.3 Stakeholders

SF Hacks Team

A reliable system for hackathon communication is essential. Software is required to integrate with this system and automate key tasks.

SF Hacks Participants

A central platform offering straightforward and accessible information about all aspects of SF Hacks is necessary.

2. Overall Description

2.1 User Classes and Characteristics

Organizers

The authentication should be accessible through a browser. All event notifications and linking will take place through the ACM Discord.

Hackathon Participants

The authentication should be accessible through a browser. All event notifications and linking will take place through the ACM Discord.

2.2 Features

- Participant registration
- Participant application management
- Participant team management
- Live schedule
- Project submission
- Resources
- Event information chatbot

2.2 Operating Environment

- Web browsers: Google Chrome, Mozilla Firefox, Safari, Microsoft Edge (latest two versions)
- Device support: Desktop, laptop, and mobile devices with responsive display
- Code hosted on GitHub

2.3 Design and Implementation Constraints

The system must be responsive and work on **mobile, tablet, and desktop**.

2.4 Assumptions & Dependencies

- Users have access to a stable internet connection.
- The application will not be used concurrently by more than 1000 users.
- The application will be accessed in modern browsers (e.g., Chrome, Firefox, Safari).
- Teams are trained ahead of time on using the dashboard.
- There is only one hackathon admin account.

3. Specific Requirements

3.1 Functional Requirements

3.1.1 Participant Registration (Priority: P1)

- users shall be able to become a participant

3.1.2 Participant Management (Priority: P1)

- Admins shall be able to
 - Accept, reject, or waitlist teams and individual applications.

- Filter applicants before acceptance (e.g., by duplicates, non-US schools, spam).
- Extract a mailing list.
- View applicant status (pending, rejected, accepted).

3.1.3 Participant Team Management (Priority: P1)

- Pending applicants and accepted applicants shall be able to
 - Create a team.
 - Accept or deny invitations to join a team.
 - View their team.
 - Leave a team.
- Each applicant may only belong to one team at a time.
- The applicant who made the team shall have administrative control over the team and will be referred to as the “team admin”
- The team admin shall be able to
 - Remove team members.
 - Send invitations to join a team.

3.1.4 Analytics (Priority: P2)

- Admins shall be able to
 - View school distribution of participants
 - View registration trends
 - View total number of registered applicants
 - View downloadable excel sheets

3.1.5 Live Schedule (Priority: P2)

- Admin shall be able to
 - Add events to event itinerary
 - Remove events from event itinerary
 - Modify events from event itinerary
- Accepted and registered applicants shall be able to view event itinerary

3.1.6 Submit Project (Priority: P2)

- Registered applicants shall be able to submit a project for their team.
- Registered applicants shall be able to modify a project for their team until the submission deadline.
- Admin shall be able to set a submission deadline.
- Registered applicants shall only be able to submit a project if each team member is a registered applicant.

3.1.7 Resources (Priority: P2)

- Admin be able to post, modify, and delete resource documents.
- Registered applicants can view the resource documents.

3.1.8 Chatbot (Priority: P3)

- Applicants shall be able to ask FAQ questions and get answers from AI Chatbot.

3.2 Non-Functional Requirements

- All features must adhere to [Major League Hacking Policy](#).
- The platform must handle at least 500 concurrent users.
- The platform must have 99.9% uptime during event weekend.