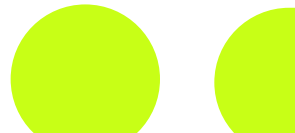


PROJECT DEVELOPMENT

- Only official team members can contribute to project code.
- All resources used must be open-source.
- 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 should be written on or after October 15th at 5:00pm.
- Previously-written code may be adapted for the project, but adaptations cannot be made until on or after October 15th at 5:00pm.
- Code must be compatible with Kotlin.
- Project design/assets can be created prior to the start date of the hackathon. All assets should conform to the Creative Commons License agreement standard or are freely available and you have permission or license to use them. Proof of permission must be given upon request.
- Assets, SDKs, APIs or other tools or components available under a trial license may be used.



- Any intellectual property developed during and within the scope of the hackathon must be open source and licensed under one of the licenses referenced in <https://opensource.org/licenses>.
- The license selected by the team must be clearly listed in code (page per page) or a generic page announcing the license the application adheres to. The public code used inside your application should also list the licenses the code is subjected to.
- A team may not code applications that violate the code of conduct. For example, racially insensitive ideas for an application will automatically be disqualified.

