PROJECT SUBMISSION

○ Participants must agree that all IP will become the property of C2SMART at the end of the hackathon

○ A team can submit only one entry for the hackathon. Participation at the hackathon is subjected on a "per-team" basis meaning you are not allowed to be on more than one team at the event.

○ Submission must include:
- The platform, e.g. HTC Vive, Hololens, etc.
- The development tools used to build the project
- SDKs used in the project, include sponsors WayRay, ESRI, AutoDesk and PTC/Vuforia
- APIs used in the project
- Any assets used in the project
- Any libraries used in the project
- Any components not created at the hackathon
- A link to the team Github repository
- A link to a video of a screen capture of the application on Youtube.

○ All projects should be submitted to the hackathon GitHub account (TBA) before judging begins on Sunday October 23. Failure to submit will result in disqualification.

○ All projects submissions will be randomly code-reviewed. Applications will be spot checked by code reviewers. All the projects selected by the judges as finalists will be code reviewed to confirm that the code is original work created at the hackathon and all components and assets conform to the licenses allowed in these rules.

○ When development ends at least one member from each team will meet with the judging team for a brief review of their submission.

C2 SMART

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