HacX! Hack for Public Safety: Rules and Regulations

ELIGIBILITY
1. Only Singaporeans and Permanent Residents (PR) of Singapore are eligible to sign up for this hackathon.
2. Applicants must be either:
    a. Full-time students from Junior Colleges, Institutes of Technical Education, Polytechnics or Universities;
    b. Individuals who obtained attained a GCE A-Level certificate, International Baccalaureate diploma, NITEC, Polytechnic diploma, or University Degree / Doctorate within the last two (2) years; or
    c. Full-time National Serviceman.
3. Employees of HTX and Microsoft are not eligible to participate in this hackathon.

TEAM FORMATION
1. Teams must be made up of no less than three (3) members and no more than five (5) members.
2. Teams are allowed to comprise of members from different academic institutions.
3. Only one (1) application shall be submitted per team, by the designated Team Leader.
4. Each applicant shall be registered under only one (1) team.
5. Applications and amendments received after the registration deadline (11th August 2024, 2359hrs) will not be taken into consideration.

PROJECT DEVELOPMENT
1. Teams shall only start coding or hacking after the launch of the event on 24th August 2024.
2. Teams shall not infringe on any intellectual property rights during development of their project. Proper attributions are to be made where applicable.
3. Teams are allowed to develop your solution in any programming languages or frameworks on any platforms.

PROJECT SUBMISSION
1. Each project team must submit both (1) a video pitch capped at 8 minutes; and (2) at least a mid-fidelity prototype or mock-up of the proposed solution before the deadline (25th September 2024, 2359hrs). Late or incomplete entries will not be taken into consideration and teams may be regarded as disqualified.
2. Multiple entries by a team are allowed but only the latest submission before deadline will be considered by the judging panel.

JUDGING CRITERIA
1. Submissions will be judged based on the following criteria:
a. **Novelty:** The solution should be unique and original.
b. **Demonstrability:** The solution should be showcased through at least a mid-fidelity prototype or mock-up.
c. **Impact:** The solution leads to tangible benefits (i.e. cost or manpower savings) or has the potential of being scaled up to benefit more stakeholders.
d. **Rigour:** The solution is backed by research or validated with experimentation results.
e. **Feasibility:** The solution should be practical for deployment and sustainable in the long-term.
f. **Relevance:** The solution should solve pain points arising from the problem statement.

2. Over the course of the event, the team performance will be judged based on the following criteria:
g. **Methodology:** The team demonstrated the ability to explore possible solutions to solve a problem statement.
h. **Learning:** The team demonstrated resourcefulness and enthusiasm in acquiring new skills and knowledge.
i. **Acting on Feedback:** The team demonstrated the ability to take feedback and improve on an existing idea or solution.
j. **Presentation:** The team performance during the Semi-Final and/or Grand-Final's pitch.