

Hackathon Challenge by Livro Systems

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A team-based BYOD competition where participants develop, deploy, and present a simple application. Each team consists of three (3) members and is evaluated based on creativity, functionality, and presentation. Winners are determined through overall performance ranking.

1. The Competition has 2 parts - the development and deployment of the application and the presentation of the application.
2. Competitors and coaches must meet the requirements specified in General Guidelines.
3. Each qualified school may send up to (2) groups of competitors.
4. Participants will compete in teams of three (3), each of which will have to participate in the competition.
5. Participants will be building a simple app. With this, think of things like mini tools, social Apps, small games, or utilities. The goal is to showcase your creativity and ability to develop and deploy.
6. This is BYOD competition (Bring your own device)
7. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque