



Hackathon

Guidebook

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1. Virtual event platform

What is a Virtual event platform?

The virtual event platform and the main communication channel of Uniworld Hackathon EU 2022, where partners, participants and organizers interact and communicate with each other and most information and updates are available here.

Interaction between people is enabled by either chatting or arranging video calls on Virtual event platform. Participants can come to the virtual booths of partners to find partner representatives and get help to their projects in the partner-specific chats or call-rooms.

How to join?

1. Click on the unique event link sent by the event organizer in your email
2. Fill in your attendee card with:
 1. Name*: Full name - Team name
 2. Designation: Hacker
 3. Organization: Your current workplace/university
 4. City: Your city of residence
 5. Background: Tech/Business/Design

* Note:

- Please write your full name exactly as your registration in Uniworld form
registration

- In case you haven't been in any team yet, answer: "No Team"

3. Enter the event

2. Team Building

Team-up Party during Uniworld Hackathon EU 2022 Week

Purpose	Topic	Date	Time
Team up with Dev/Coder	• Topic 1 01 Blockchain infras - Blockchain storage engine • Topic 2: 01 The best business model DeFi Application • Topic 3: 01 NFT • Topic 4: 02 Protocols - Level up Unichain smart contract engine	19th -20th Feb 2022	Whole Day activities
Team up with Dev/Coder		19th -20th Feb 2022	Whole Day activities
Team up with PM/Business/B A/DA		19th -20th Feb 2022	Whole Day activities
Team up with Designer		19th -20th Feb 2022	Whole Day activities

The team-up party will be divided according to roles and topics. You can find these sessions on a virtual event platform.

In each session, we will provide a list of participants who have not been in any team yet. This will be the opportunity to look for your potential companion. For example, if you are a Coder looking for teammates or you are participants looking for a Coder, join the first and the second team-up event. Remember, first come first serve.

Or, better still, you just want to know more about your rivals in this year's hackathon, then these networking events are not to be missed.

Team building at Uniworld Facebook Group, Discord

You can proactively look for your teammates by joining our community facebook group, Discord. Leave comments at our team-matching post or DM whoever you think could be the right fit. You can also fill out the team-matching sheet. Upon receiving your information, we will help you connect with potential teammates.

The teams are limited to a maximum of 5 members.

3. Communication Channels

Event Website:

<https://hackathon.uniworld.io/>

On our Event website, you can find general information regarding Uniworld Hackathon EU 2022, such as the Challenges we offer, which Speakers & Mentors you have the chance to connect with, and our official Partners.

Additionally, when you have any question, you can check the FAQ section first to see if it is already answered.

Virtual event platform: <https://www.airmeet.com>

Linkedin:

<https://www.linkedin.com/events/6885229501920477184/about>

Discord: <https://discord.gg/rwTJmfm6>

4. Event Schedule

All times are UTC +1.

Uniworld Hackathon EU 2022 Week (13.02.2022)		Virtual Event Platform
19/02/2022	Opening Ceremony	X

8.30 - 9.00		
19/02/2022 9.00 - 10.00	Team building sessions	X
19/02/2022 Whole day	Hacking starts!	X
19/02/2022 Whole day	Teams asking questions on virtual booths of partners	X
19/02/2022 Whole day	Partners mentoring teams on virtual booths & Virtual event platform calls at social lounge	X
19/02/2022 Whole day	Side activity	X
19/02/2022 Evening	Draft 1 submission deadline	
19/02/2022 Evening	Checkup session	X
19/02/2022 Evening	Webinars from Partners	X
19/02/2022 Evening	Hacking	X
19/02/2022 Evening	Teams updating the draft project submission on ???	
20/02/2022 Whole day	Partners mentoring teams on virtual booths & Virtual event platform calls at social lounge	X
20/02/2022 Whole day	Recruitment meetings with partners	X
20/02/2022 Whole day	Side activity	X
20/02/2022 Evening	Draft 2 submission deadline	
20/02/2022 Evening	Final submission countdown and Reviewing instruction	X
20/02/2022 15:00	Final submission deadline	
20/02/2022 15:00	Partner* & peer** reviewing	
20/02/2022 15:30	Closing ceremony: Challenge winners announcing, Top finalists pitching, Judges voting for the Champion	X

5. Challenges & Prizes

Challenges

Challenge introduction

Building Dapps and getting the first prize of \$ 13.000 USD! All groups can register from 15/01/2022. Participating groups will have 01 day to pitch the idea (3 minutes).

The teams will then have to prepare everything to code. Everything will be uploaded and checked on Github. There are 03 prizes.

The winning Dapps will be placed on Uniworld.io and introduced on channels. The team that is awarded the first prize will be financed by Uniworld for future development.

Prize

1st challenge winner: 3000USDT & 30000 UNW

2nd challenge winner: 1500USDT & 25000 UNW

3rd challenge winner: 1000USDT & 20000 UNW

4th challenge winner: 500USDT & 10000 UNW

Topic 1: 01 Blockchain infras - Blockchain storage engine

Preface:

We see high demand on blockchain transactions. It consumes large volumes with high speed, at a cheaper cost. To encourage more users to enter the blockchain landscape. Currently Unichain uses LevelDb as storage engine for account state and distributed ledger.

The pros of LevelDb comes with fairly speed, portability, and easy to deploy nodes.

However, with high demand on volume and speed, we need a more powerful storage engine both for account state and distributed ledger.

In this topic, we would like to see the potential winners to:

- Show lightning idea, concept to resolve 2 problems: state storage and distributed ledger storage.
- Implement prototype that base on Unichain code base
- Presentation

Topic 2: 01 The best business model DeFi Application

Preface:

Blockchain unveiled the landscape of decentralized finance, becoming the biggest disruptors in today's financial system.

It improves access for everyone to the major functions such as borrowing, lending, trading, investment, risk management, asset management. Benefitting from smart contracts, intermediaries are eliminated while high transparency is ensured and chances of fraud are reduced.

Let's join the landscape by creating the most simple, feasible DeFi apps with brilliant ideas to fit our needs.

In this topic, we would like to see the potential winners to:

- Show lightning ideas, business models on your DeFi app. We prefer the most simple, the best business model and easy to go to market.
- Implement prototype that base on Unichain code base
- Presentation

Topic 3: 01 NFT

Preface:

NFTs may seem like a passing craze, but with over \$10 billion traded in the third quarter of 2021 alone, it's become clear that this emerging technology is growing into a major industry.

In response to this massive growth, both individual creators and firms as wide-ranging as retail, music, entertainment, consumer products, fashion, and more have begun actively exploring ways to engage with the world of NFTs.

In this topic, we would like to see the potential winners to:

- Show lightning idea, business model on your NFT app
- Implement prototype that base on Unichain code base
- Presentation.

Topic 4: 02 Protocols - Level up Unichain smart contract engine

Preface:

Smart contracts are becoming cheaper and widely used in the land of blockchain.

Unichain comes with a smart contract engine that is fully compatible with EVM.

Now what happens if we can make it even faster, and more efficient, more comfortable ?
Just drop your ideas.

In this topic, we would like to see the potential winners to:

- Show lightning ideas to improve smart contract engine performance
- Implement prototype that base on Unichain EVM's compatible code base
- Presentation

Makers must do the following to participate in the Uniworld Hackathon:

FOR PARTICIPANT

·Access the APIs at <https://developers.unichain.world/> ; Github:
<https://github.com/uniworld-io>

- Submissions from students do not have to be a fully functioning software.
- Include a link to the functional software application if available.
- Include a link to your solution code on GitHub or any other code repository sharing method. Your code repository may be public or private. Code will be used only for solution review and testing.
- Create a video that includes footage that clearly explains your application's features and functionality through a comprehensive demonstration. Clearly state your entry segment at the beginning of your video.
- Complete and enter all of the required fields on the "Enter a Submission" page of the Uniworld Hackathon Website (each a "Submission") during the Hackathon Submission Period, and follow the requirements below.

A. Language Requirements

All Submission materials must be in English or, if not in English, the Maker must provide an English translation of the demonstration video, text description, and testing instructions as well as all other materials submitted.

(ii) Functionality: The Application must be capable of being successfully installed and running consistently on the platform for which it is intended, and must function as depicted in the video and/or expressed in the text description.

(iii) Platforms: A submitted Application must run on at least one of the following:

- A smartphone or tablet (iOS or Android)
- A web browser (mobile or desktop)

(iv) New & Existing: Applications must be either newly created by the Maker or, if the Application existed prior to the Hackathon Submission Period, must have been significantly updated after the start of the Hackathon Submission Period.

(v) Testing: The Maker must make the Application available free of charge and without any restriction, for testing, evaluation and use by the Poster, Administrator and judges during the Hackathon and until the Judging Period ends. Makers must make their Application available for testing by:

- Include a link to your solution code on GitHub or any other code repository sharing method. Your code repository may be public or private. Code will be used only for solution review and testing.
- Including all deployment files and testing instructions needed for testing the Application.

For Applications running on widely available smartphones, tablets, or desktop computers, Makers may make their Application available using one of the following methods:

a. Android Applications: Upload an .apk file on the Enter a Submission form or provide a link for downloading the Application in the “Testing Instructions” field on the Enter a Submission form.

b. iOS Applications:

- You must send a test build to the Administrator before the end of the Hackathon Submission Period using iTunes Connect

(vi) Public Distribution: The Maker may make the Application available to the public via a website or online store, but is not required to do so.

(vii) Multiple Submissions: A Maker may submit more than one Submission, however, each Submission must be unique and substantially different from each of the Maker’s other Submissions, as determined by the Poster and/or the Administrator.

(viii) SDKs, APIs, & Data: Applications may integrate SDKs, APIs and data, provided the Maker is authorized to use them.

(ix) Intellectual Property: Your Submission must: (a) be your (or your Team or Organization’s) original work product; (b) be solely owned by you, your Team, or your Organization with no other person or entity having any right or interest in it; and (c) not violate the intellectual property rights or other rights including but not limited to copyright, trademark, patent, contract, and/or privacy rights, of any other person or entity. A Maker may contract with a third party for technical assistance to create the Submission provided the Submission components are solely the Maker’s work product and the result of the Maker’s ideas and creativity, and the Maker owns all rights to them. A Maker may submit a Submission that includes the use of open source software or hardware, provided the Maker complies with applicable open source licenses and, as part of the Submission, creates software that enhances and builds upon the features and functionality included in the underlying open source product. By entering the Uniworld Hackathon you represent, warrant, and agree that your Submission meets these requirements.

(x) Financial or Preferential Support: An Application must not have been developed, or derived from an Application developed, with financial or preferential support from the Poster or Administrator. Such Applications include, but are not limited to, those that received funding or investment for their development, were developed under contract, or received a commercial license, from the Poster or Administrator any time prior to the end of Hackathon Submission Period. The Poster, at their sole discretion, may disqualify an Application, if awarding a prize to the Application would create a real or apparent conflict of interest.

6. Submission

Every team will have a chance to submit **2 draft submissions** and **1 final submission** during the hackathon. No worries, the drafts will be used to check the team progress by the challenge owners and mentors so we can support you during the hackathon. The final submissions will only be counted as the final result of the team.

How to submit your draft?

The 1st draft submission is required to be submitted. All you need to do is to fill in your **team name**, the **challenge** you will be tackling and also a **100-word description** on your solution.

The 2nd draft submission is required to be submitted. For this submission, you still need to submit your **team name**, the **challenge** you are working at and a **100-words update** on your project.

How to submit your final project?

- Final versions of the projects are submitted on Virtual event platform, which include information on the project:
 - **Project name/ Team name**
 - **Project Description**
 - **Presentation file** (Put the copy link of the pdf file to the project description box)
 - **Source code** (Github link)
 - **3-minutes pitch video** (Youtube link, the process of uploading the video might take a while, so just do it as early as you can)
- You have to register to the hackathon platform in order to submit your project.
- You will be able to make edits to it until the final submission deadline, and all of the members in your team can also edit your team's project submission.

A. Text Description, Image, and Video Requirements

(i) Text Description: The text description should explain the features and functionality of your Application.

(ii) Images: The image(s) should be photographs or screenshots of your working Application.

(iii) Video: The required video portion of the Submission:

- should be less than or equal three (3) minutes;

- must include footage that clearly explains the Application's features and functionality through a comprehensive demo of the software;
- must be uploaded to YouTube, Vimeo, Facebook Video, and a link to the video must be provided on the submission form on the Uniworld Hackathon Website; and
- must not include third party trademarks, or copyrighted music or other material unless the Maker has permission to use such material.

B. Submission Modifications

i. Draft Submissions: Prior to the end of the Submission Period, you may save draft versions of your Submission on Devpost to your portfolio before submitting the Submission materials to the Competition for evaluation. Once the Submission Period has ended, you may not make any changes or alterations to your Submission.

ii. Modifications after the Submission Period. The Judge may permit you to modify part of your Submission after the Submission Period for the purpose of removing material that potentially infringes a third party mark or right, discloses personally identifiable information, or is otherwise inappropriate. The modified Submission must remain substantively the same as the original Submission with the only modification being what the Judge permits.

7. Evaluation

Below you can learn how the evaluation will go on Sunday, 20th Feb, the final day of the event. All times are UTC +1.

Evaluation instruction

- **Partner reviewing:** Partners review projects submitted to their challenge
→ **Challenge Winners**
- **Peer reviewing:** Hackers review and vote for the projects of other teams in
→ **Audience Award Winner**
- **Finalist voting:** Selected teams (Challenge Winners and Audience Award Winner) are pitched in the closing ceremony, the judging panel votes for the grand winner.
→ **Final Champion**

Final submission deadline

Partner & Peer Reviewing running parallel

- Both peer and partner reviewing are based on the project submissions on Virtual event platform.
- Questions can be asked at the table of the team at the social lounge or through DM/video call one of the team members in Virtual event platform.

Partner & Peer Reviewing finishes, preparing for the closing ceremony

The organizer team will make a short technical meeting with the selected teams to prepare for the Final Pitching in Closing Ceremony.

Closing Ceremony

- Announcing the Challenge Winners and the Audience Award.
- One member of each selected team will start with your 2-minutes pitch video then have a **5-minutes long pitch** for your project and another **5-minutes Q&A** with the judging panel.
- During the pitch, you must present their presentation which explains the idea you are pitching.
- During the live pitch, you will hear 3 'gong' sounds. The first and second one indicate you have 30 seconds left and the pitching time is up, respectively, and the last one means your Q&A session is over.
- After all, the judging panel votes for the grand winner during the 15-minute voting break.
- The Final Champion is chosen and welcomed on the stage.

8. Rules

All code and design elements must be created during the hackathon period, starting Feb 19th, 2022 (Saturday) and ending Feb 20th, 2022 (Sunday). While you can plan and discuss with your team in advance, you may not begin coding prior to the starting date.

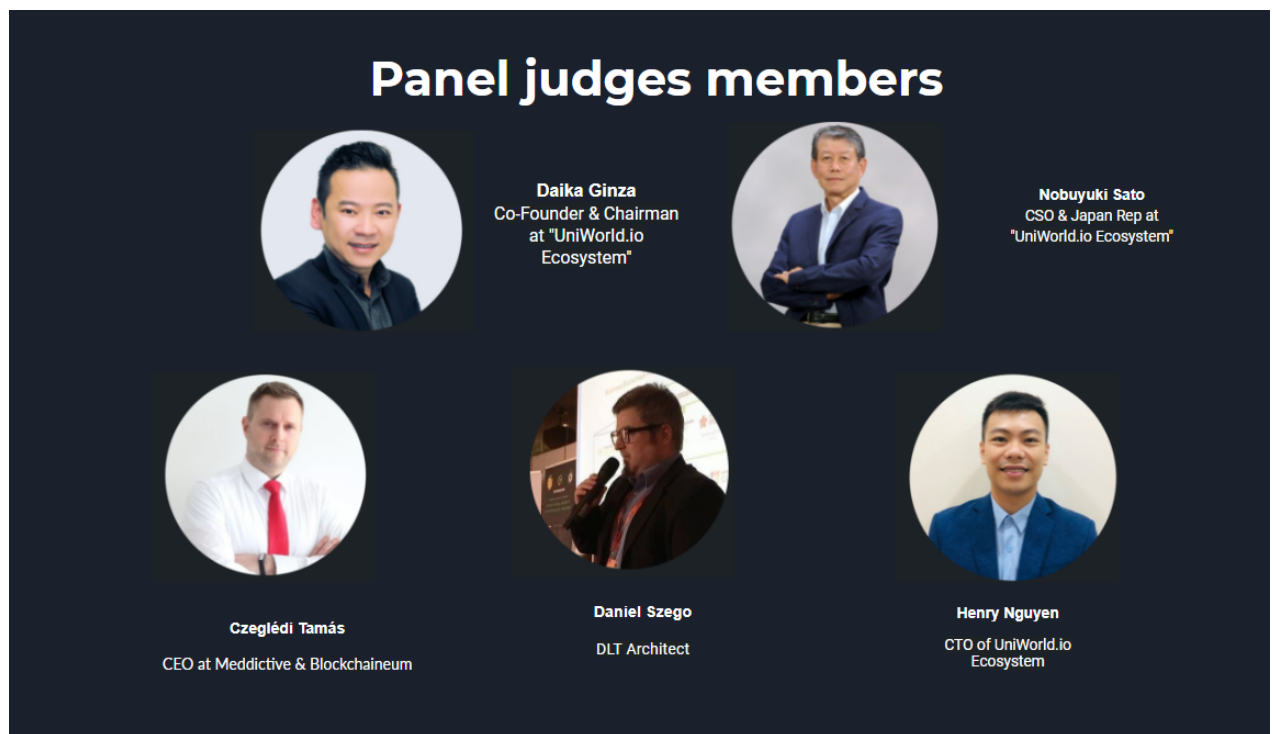
Pre-existing material that is freely available to the public can be incorporated into your project. Examples include public images, Creative Commons music, open-source libraries, existing APIs and platforms, and the like..

Each team should limit the number of members to 2-5 people only.

Any intellectual property developed during the hackathon will belong to the team that developed it. We expect that each team will have an agreement between themselves regarding the IP, but this is not required.

9. Judges

- Daika Ginza Co-Founder & Chairman at "UniWorld.io Ecosystem"
Linkedin: <https://www.linkedin.com/in/daikaginja>
- Nobuyuki Sato CSO & Japan Rep at "UniWorld.io Ecosystem"
Linkedin: <https://www.linkedin.com/in/%E4%BF%A1%E8%A1%8C-%E4%BD%90%E8%97%A4-9254a2218/>
- Czeglédi Tamás CEO at Meddictive & Blockchaineum
Linkedin: <https://www.linkedin.com/in/tamasczegledi>
- Daniel Szego DLT Architect
Linkedin: <https://www.linkedin.com/in/daniel-szego>
- Henry Nguyen Co-Founder & CTO at UniWorld
Linkedin: <https://www.linkedin.com/in/henry-nguyen-uniworld>



10. Mentors

- Czeglédi Tamás CEO at Meddictive & Blockchaineum
Linkedin: <https://www.linkedin.com/in/tamasczegledi>
- Daniel Szego DLT Architect

Linkedin: <https://www.linkedin.com/in/daniel-szego>

11. Partners