

Eligibility

- Attendees from all backgrounds, genders, and geographies are welcome. There is no age restriction to attend the hackathon. In case you are under 18, your parents/legal guardian should contact the hackathon to request a waiver authorizing you to attend the hackathon and submit their plan for your attendance and transportation to and from the hackathon.
- Committee members are not eligible to participate in the hackathon. They may, however, assist teams and mentor them during the coding/development phase.

Team Formation

- Teams will consist of at least two team members to a maximum of four members.
- Changes to team members are not permitted once they have submitted the application form.
- For Game Development, there will be two categories: 2D/3D and AR/VR
- Teams can create more than one game and can be in two different categories.

Project Development

- You will need to bring your own laptop/pc along with any surge protectors.
- No development (code) may start before the actual date and time of the event. Any teams that violate this rule will be automatically disqualified. However, we encourage you to brainstorm ideas and create wireframes/mockups/models.
- Any software development tools, game engine, IDE, and/or programming language can be used for the event. If a team member uses a purchased tool licensed to him or her and the license is not transferable to other members, the member's team must choose one available to all developer teams.
- To ensure a level field for all contestants, all code must be created only at the hackathon. You are permitted to use publicly developed and openly licensed API's and SDKs for your project.
- Assets, SDKs, APIs or other tools or components available under a trial license may be used.
- 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.
- A team may not code applications that violate the code of conduct. For example, racially/sexually insensitive ideas for an application will automatically be disqualified.
- Teams creating a 2D/3D game - needs to be a Halloween theme.
- Teams creating an AR/VR game - needs to be an educational game.

Project Submission (Game Development)

- A google drive link will be provided for where you can upload your project.
 - A link to a video of a screen capture of the application on YouTube.
 - All teams should have a team name and be registered through the MAGIC hackathon website.
 - The team lead must list a mobile phone number and email address.
 - Short abstract of the project.
 - The project should be related to the hackathon theme (Halloween).
 - List which environment the game is being developed for.
 - A list of assets that they did not develop and source.
 - The development tools used to build the project.
 - SDKs used in the project.
 - APIs used in the project.
- All projects should be submitted to the hackathon google drive link (TBA) before judging begins. Failure to submit will result in disqualification. You should save regularly throughout the hackathon to the team repository. A single save made near the end of the hackathon will draw the suspicion that the work was not completed at the hackathon.
- All projects' submissions will be asset/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/assets are original work created at the hackathon.
 - When development ends at least one member from each team will meet with the judging team for to present the project to the hackathon audience.

Project Submission (Animation)

- A short-written story synopsis
- A link to the animated short on YouTube
- An upload of a movie file 1920 x 1080 with sound to MDC MAGIC cloud drive (Link provided at event)
Acceptable formats include AVI, MOV and MP4.
- The team lead must list a mobile phone number and email address.
- All teams should have a team name and be registered with MAGIC.
- The project should be related to the hackathon theme (Halloween)
- A written list of credits for assets used that are not the original work of the contestants such as audio clips or rigs utilized.
- One member of the team must present the material to the judging team at the conclusion of the event.

Attendee Code of Conduct

- Our hackathon provides a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, previous hackathon attendance or computing experience (or lack of any of the aforementioned). We do not tolerate harassment of hackathon participants in any form. Sexual language and imagery are not appropriate for any hackathon venue, including hacks, talks, workshops, parties, social media, and other online media. Hackathon participants violating these rules may be sanctioned or expelled from the hackathon at the discretion of the hackathon organizers.
- Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, or religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Photography is encouraged, but other participants must be given a reasonable chance to opt out from being photographed. If they object to the taking of their photograph, comply with their request. It is inappropriate to take photographs in contexts where people have a reasonable expectation of privacy (in bathrooms or where participants are sleeping).
- Participants asked to stop any harassing behavior are expected to comply immediately. Sponsors and partners are also subject to the anti-harassment policy. Sponsors should not use sexualized images, activities, or other material. Sponsor representatives (including volunteers) should not use sexualized clothing/ uniforms/costumes or otherwise, create a sexualized environment. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of hackathon staff immediately. Hackathon staff will be happy to help participants contact any local security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the hackathon. We value your attendance. If a participant engages in harassing behavior, the hackathon organizers may take any action they deem appropriate. This includes warning the offender, expulsion from the hackathon with no refund (if applicable), or reporting their behavior to local law enforcement. We expect participants to follow these rules at hackathon and workshop venues and hackathon related social events.
- Participants must stay at the venue for the entirety of the contest unless they have a medical emergency.
- Participants/Chaperones are not allowed to enter/leave the parking garage outside of normal operation hours.

Rights and Responsibilities

MDC MAGIC reserves the right to use the submitted films for strictly non-commercial, educational purposes. MDC MAGIC has the right to use all materials related to the submission as well as the participant's likeness and image for promotional purposes. Each applicant declares to be the author

or rights owner of the submitted entry. This does not include the materials (ie. rigs. Audio clips) provided or otherwise acquired for use free of charge for the purpose of competing at the hackathon.

MDC MAGIC is not responsible for lost, late or misdirected electronic correspondence, errors, server unavailability, software malfunction, computer or any other electronic or telecommunications malfunction. Each entrant agrees not to submit any entry that infringes any third-party proprietary rights, intellectual property rights, industrial property rights, personal or moral rights or any other rights, including without limitation, copyright, trademark, patent, trade secret or confidentiality obligations, or otherwise violates applicable United States law. MDC MAGIC expressly disclaims all liability or responsibility for any violations of the foregoing.

Entrant agrees to comply with any terms and conditions of any prize's entrant receives. MDC is not responsible for complying with any terms and conditions of any prizes it offers for the Hackathon.

Waiver And Release of Liability

Each entrant WAIVES, RELEASES, AND DISCHARGES The District Board of Trustees of Miami Dade College, Florida, its agents, officers, employees, contractors, and subcontractors from all liability, including but not limited to, liability arising from the negligence or fault of the entities or persons released, for entrant's death, disability, personal injury, property damage, property theft, or actions of any kind which may hereafter occur to the entrant.

Acceptance Of Terms

Participation in the Hackathon, and its film submission process, implies acceptance, without reservation, to the terms of these terms and regulations.