HACK-A-MINER
23rd-24th December 2022

The **Google Developer Student Clubs** in collaboration with **Maharaja Surajmal Institute of Technology, Delhi,** and in association with the **IT Department** organized **HACK-A-MINER**, the inaugural hybrid hackathon on **23rd December 2022** and **24th December 2022** at the Maharaja Surajmal Institute of Technology. The hackathon with **Social** in collaboration with **All About Programming** drew **1300+ registrations**, with **200** shortlisted for the **in-person** event and the rest participating online. The teams had to stick to the tracks to grab exciting cash prizes and pitch their ideas to mentors and judges to win the **24-hour** nonstop coding competition on **Open Innovation**.

Krish Chaudhary
Sheikh Ainan   Shafqat
Sujeet Kumar

OPENING CEREMONY

The teams arrived at the venue on **23rd December 2022** at **10:00 A.M**. for check-in, and the event began at **11:00 A.M**. The Opening Ceremony of the event began with the lighting of the lamp by the dignitaries. The dignitaries, including **Mr. Surya Dahiya, HR of Adani**, then praised the institution for helping to arrange the first-ever hackathon at MSIT. **Mrs. Priya Dalal, Faculty Advisor** of **GDSC MSIT**, thanked the institution for their support in organizing Maharaja Surajmal Institute of Technology's inaugural Hackathon. **Colonel (Dr.) Ranjit Singh, Director of Maharaja Surajmal Institute of Technology** shared his experience and explained to the attendees how these competitions and events aid an individual in personal and professional advancement. **Dr. H. S. Rawat, Director of MSI**, then briefed the participants on the necessity of these events in professional development. At last, **Ms. Kavya Jain, GDSC Lead MSIT**, expressed her gratitude to all dignitaries and the institution for their support, as well as thanked everyone who took part in the event. After this, the **Team GDSC MSIT** extended a piece of appreciation and thanked all the sponsors of the event.

SPEAKER'S SESSIONS

The first speaker of the day, **Mr. Aniket Raj**, Community Lead at one of the main sponsors, **Devfolio**, kicked off the Speaker Session. He virtually joined us and addressed the participants

about the Devfolio, the **Hackathons** are organized, and how the participants contest to stand out and win it.

Mr. Kartik Mathur, Co-Founder and Academics Head of Coding Blocks, another prestigious sponsor, was the second speaker of the day. He enlightened the participants on **Data Structures and Algorithms** and the current recruiting pattern in firms, as well as how to stand out and get the desired job.

Mr. Praveen Kumar, Associate Director of Engineering was the final speaker of the day. He joined us virtually and briefed the audience on how to attain the professional goals, and the technologies to be used during this span to differentiate themselves from others in the competition.

HACKING BEGINS

The Hackathon officially began at **3:00 P.M.**, when participants checked in, began working on their ideas, and were served refreshments. And the participants who participated virtually also began working on their projects at the same time.

As mentors for the event, domain professionals and technical experts were invited and led participants both in-person and online, in the direction of proposing their projects for the hackathon. Throughout the hackathon, participants were allowed to speak to the mentors for guidance and advice.

Dinner for the participants began at **8:30 P.M.** At **10 P.M., Mr. Kanishk Khurana,** the lead of Google Developer Student Clubs at GTBIT and DevRel at Lumos Labs, gave a speaker session on Web 3 and Metaverse, as well as the application and importance of the emerging technologies in the modern world.

In the next session by **Mr. Siddharth Sharma**, SDE at Rooter and one of the alumni of MSIT gave a speaker session on how to get through these hackathons and seek a well-placed job.

The **Mentoring Call** began at **12:00 A.M.**, which was the **Progress Checking Round**, where the mentors checked on each team, guided them, and checked their progress in the event. Mentors personally visited each group to discuss their ideas and provided them with guidance. Worked throughout the whole night with little to no sleep and yet, everyone was in high spirits and worked very hard.

Submission of projects started at **6:00 A.M.** in the morning with a hard deadline of **6:30 A.M.**

RESULT DECLARATION AND CLOSING CEREMONY

The Judges for the HACK-A-MINER were **Mr. Jai Sadana, Mr. Puneet Singh, Mr. Kanishk Khurana,** and all the **mentors** who are **alumni of MSIT**.

The following teams stood out as the **Top 15** after being evaluated on their innovation and overall idea:

1. Info-exchange
2. TechThella
3. Secure Authentication
4. Travelmate
5. TimelyPlus
6. LogiMoves
7. DepILL
8. Food Fly
9. Resc-You
10. E-grievance Portal
11. Aawaz
12. Punk Hazard
13. Linkify
14. EatBit
15. Be Helpful

Out of the 15 teams, **Top 5** teams stood out as remarkable and went to the final round, where they had to present and pitch to the mentors and judges. These were the top five teams:

1. TechThella
2. E-grievance
3. Linkify
4. EatBit
5. LogiMoves

After these teams' presentations and pitching. Mentors and Judges evaluated them on their pitching, presentation, innovation, and overall idea. And the winners of **Hack-a-Miner** were declared:

With **24 Hours** on the clock, everyone gave their best to make Hack-a-miner a huge success but a few prevailed till the end.

Congratulations to all those who mined their way up to the top, the **winners of hack-a-miner!**

1. **TechThella** - Delhi Technological University

2. **EatBit** - Bhagwan Parshuram Institute of Technology

3. **LogiMoves** - Maharaja Surajmal Institute of Technology

The hackathon was won by **Team TechThella** from **Delhi Technological University**. They proposed an innovative solution for the street vendors to find their target market anywhere using their portal, and by doing so, the vendors would know where they should go and make the most sales for the day.

Second place went to **Team EatBit** from **Bhagwan Parshuram Institute of Technology**. They presented a unique solution for restaurant services to target their market using an uncentralized platform developed by the team using polygon technology, which allows for more security and privacy for both merchants and customers.

The third-place finisher was **Team LogiMoves** from the **Maharaja Surajmal Institute of Technology**. They proposed a real-life solution for connecting small business owners with the reliable storage solutions they need to thrive.

At the end Team, **GDSC MSIT** extended their gratitude to **Colonel Dr. Ranjit Singh, Director MSIT; Mrs. Priya Dalal, faculty advisor of GDSC MSIT** and the Institution for their guidance, support, and faith in our team, Thanked to all the mentors who made the coding journey much easier for all of the participants, as well as to our sponsors who helped make this event a huge success. And a special mention to everyone who helped make **HACK-A-MINER** a success. With this, Team GDSC MSIT's dream project, **HACK-A-MINER**, came to an end.

INTERNAL HACKATHON EVALUATION WITH PRIZES FOR THE WINNERS:

1. **1st Prize:** Zebronics Keyboard Kits + Swags (Git CheatSheets + Stickers + T-shirts)
2. **2nd Prize:** Sippers + Swags (Git CheatSheets + Stickers + T-shirts)
3. **3rd Prize:** Notepads + Swags (Git CheatSheets + Stickers + T-shirts)

TRACK PRIZES WITH CASH PRIZES WORTH RS. 1,20,000

This evaluation is done by the major sponsors with the respective technologies used by the participants at Hack-A-Miner.

1. **Polygon**

Polygon is a protocol and a framework for building and connecting Ethereum-compatible blockchain networks.

Prizes up for grabs:
- $150 for the best hack built on Ethereum, or
- $200 for the best hack built on Ethereum + Polygon,
- Eligibility to apply for internship/full-time roles and seed funding of up to 5,000 USD for winners!

Read about the bounty details and find code templates for Polygon here: **https://nsb.dev/polygon-bounty**

2. Filecoin

Protocol Labs is an open-source R&D lab. They build protocols, tools, and services to radically improve the internet. Their products serve thousands of organizations and millions of people.

- **IPFS**: IPFS powers the Distributed Web. It's a peer-to-peer hypermedia protocol designed to preserve and grow humanity's knowledge by making the web upgradeable, resilient, and more open.
- **Filecoin**: An open-source cloud storage marketplace, protocol, and cryptocurrency.

Prizes up for grabs:

- $250 for best use of IPFS and/or Filecoin

Read about the bounty details and find code templates for Filecoin here: **https://nsb.dev/filecoin-bounty**

3. Replit

Replit is the best platform for quickly starting, sharing, and developing projects in any programming language, right from your browser.

- $50 to the winning project of the hackathon (must be deployed on Replit)
- Replit schwag to 5 eligible submissions deployed on Replit.
- Eligibility to apply for internship/full-time roles at Replit

Read more about the bounty details for Replit here: **https://nsb.dev/replit-bounty**

4. Solana

Solana is the fastest blockchain in the world and the fastest-growing ecosystem in crypto, with thousands of projects spanning DeFi, NFTs, Web3, and more.

Prizes up for grabs:

- **young gun** - *$USDC 100* for the best project beginners just starting out on Solana ***and/or***
- **rising teknoking** - *$USDC 250* for the best project that goes into depth, demonstrating higher-order code ***and/or***
- **master glasseater** - *$USDC 500* for the best-advanced project that is almost ready for full-time development.

Read about the bounty details and find code templates for Solana here: **https://nsb.dev/solana-bounty**

5. FOSS Track

Eligibility

To receive the prize money, any Indian national who has a valid bank account.

What you can work on?

- A new FOSS app, tool, or library.
- An alternative to any existing popular app or service.
- Extending and improve an existing project or library.

- Design projects: Redesign of an existing FOSS application.
- Open hardware.

What you should (probably) not work on?
- An app or project that extensively uses proprietary service or API.
- Yet another Keras model on available datasets.
- A simple CRUD application.
Evaluation
License: Must have a valid Free and Open Source license.
Communication: A well written README and video demo are important. These will determine the first round of elimination. Before your code is reviewed, the quality of your README will be. Please be concise in explaining what your project does, how to install it, test it, and use it. Similarly, write concise and meaningful commit messages that show the progression of the project.
Completeness: Applications must be complete and working.
Design and aesthetics: If you are making a user interface, try and ensure that they are clean, modern, and usable.
Timeframe: The project must be reasonably built within the given timeframe. The judgement of the jury will be final in this.
Credits: If you are using existing code, make sure you credit it. Plagiarism, which is all too common, unfortunately, is strictly not appreciated.
Demo Video: Participants must submit a video demo before the clock ends (uploaded on YouTube or any other platform that is accessible to us). Restricted to 3 mins.