



FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING
Fr. Agnel Ashram, Bandstand, Bandra (W), Mumbai – 400 050



HACKOVER 3.0 Hackathon Report by GDA

4th -5th October 2022

Hackover 3.0 was brought on by G.D.A. in collaboration with G.D.S.C, C.S.I. and E-cell from 4th -5th October. A hackathon, also known as 'Codefest', is a social coding event that brings computer programmers and other interested people together to improve upon or learn new skills and techniques

Name of the event: HackOver3.0 (Hackathon)

Date of event: 4th & 5th October 2022

Location of the event: Fr. Conceicao Rodrigues College of Engineering, Bandra, Mumbai.

Number of Faculty members attended: 2

Number of Students attended: 151

Domains and Participation :

The first domain of Hackover 3.0-2022 was 'Web/App development' covering the topics of web development and app development. There were a total of 89 participating teams for this domain. Each team has 2-4 members each. Participants were provided with a problem statement to work on in a stipulated time of 24 hours.

The next domain was 'Blockchain' covering the topic of 'Database'. Total 18 teams had registered for this domain. Similar to the web/app development domain the participating teams were provided with a problem statement in a stipulated time.

The next and final domain of the Hackover 3.0 event was 'Game development'. This domain was included in Hackover for the first time bringing it into the limelight. A total of 44 teams participated in this domain. As of the other domains there were no problem statements for this domain, it was open for all genres of games.

Publicity and Public relations:

The senior PR council members of all four councils divided the work equally amongst themselves as well as all the junior council members of both the councils and divided the number of colleges thus covering most of the engineering colleges of India. Posters were put up on all the social media platforms and were also published to a larger number of audience with the help of our media sponsors. Banner was put up in the college premises near the office and canteen so that maximum students could come to know about the Hackathon. Social Media platforms like Instagram, Facebook and LinkedIn were used to advertise about the Hackathon. As a result of effective publicity we received a whopping 150 plus registrations from across different colleges including IITs, NITs and some top engineering colleges all over India.

Planning:

Planning for the Hackathon began in the 3rd week of September 2022. An external call was sent out to corporate partners for their association in any form possible. Sponsorships were confirmed from Envision, Interview Buddy, Smokey Dough, Inspirus, Edusphere, SAHU Technologies. Weekly planning meetings were held with an hour-by-hour timeline available to the organizers team, technical volunteers, and judges before the event.

About HackOver3.0:

On 4th -5th October 2022, Hackathon, "HACKOVER 3.0" was held. It was organized by the Game Developers Association (GDA) in collaboration with Google Student Developer Club (GDSC), E-Cell and CSI. Hackathon provided student contributors to strengthen soft skills like leadership, mentoring and communication. It also provided an opportunity to explore their technical, coding and development skills. probe their domain of interest, discover and develop new skills, overcome their weak areas and compete for fame and glory. The primary goal of this event was to boost the innovation culture and further establish the idea-sharing, effective collaboration and creativeness driven by enthusiasm towards a shared goal. The hackathon allowed the participants to connect with Industry personnel's, faculty mentors, and most importantly, with each other.



Timeline of HackOver3.0:

The event commenced on 4th October at 6:30 pm with an inauguration by the speakers Vanshika and Deon Gracias from CSI and GDSC council respectively. The problem statement for the Web/App development and blockchain domains was also released to the participating teams.

The event was conducted online. The participating teams were managed through online mode of communication. The management team were present in the college throughout the event .

After the problem statement, all the students were given 24 hours to do their best to solve it. And our management team was online with teams to help with all the queries and any sort of problems.

From 10pm - 12pm a mentoring round was conducted for all the teams from each domain. Judging for round 1 was done from 7am to 9am. Judging for round 2 was done from 1pm to 3pm.

The final round was over by 6.30 pm. And the event was concluded by 10:30 pm with the closing ceremony .

Winners:

After the event was over , the winners were announced from each domain.

Web/App Winners		
Serial Number	Team Number	Team Name
1	Team 36	Digital Pirates
2	Team 85	Local Host
3	Team 29	Pro_Coders
4	Team 43	EnemiesOfSyntax
5	Team 4	develophers
Best UI/UX :-	Team 43	Enemies of Syntax

Game Development Winners		
Serial Number	Team Number	Team Name
1	Team 113	Detroids
2	Team 119	Raptors
3	Team 110	Chinusha bagging
4	Team 105	Big Bit Pirates
5	Team 103	Super Mario BROs
Best Social Impact :-	Team 110	Team Chinusha

Blockchain Winners		
Serial Number	Team Number	Team Name
1	Team 137	Shadow Blasters
2	Team 134	Dark Coders
3	Team 139	Coinscart bagging
4	Team 144	BugEaters
5	Team 150	Block Breakers
Best Social Impact :-	Team 143	Hackstreet Boyssss

Acknowledgements:

We would like to thank our faculty in-charges. Thank you Prof. Heenakausar Pendhari from Game Developers Association, Prof. Ashwini Pansare from C.S.I., Prof. Kalpana Deorukhar from G.D.S.C., and Prof. Prajakta Bhangale from E-cell for all the encouragement, support and guidance . And this event would not be completed from the team efforts from all the council members. We would also like to thank all the judges and mentors without whom the event wouldn't have been a success.

Feedback from Students:

We received great feedback from all the participants through the discord channel regarding the entire hackathon.

HackOver3.0:

