



Event Details

Date: May 17th, Friday

Time: 10:00am - close

Venue: 91 E 3rd Street, New York, NY 10003

Capacity: Seated 50, Standing 75

Meetup link: <https://loki.network/snappathon/>

Registration Form: <https://snappathon.eventbrite.com.au>

Mentors: Loki Team/Devs, Sam Williams (Arweave), Alex Ramsey (Flex Dapps)

Judges: Kee Jeffries, Simon Harman, Sam Williams, Alex Ramsey

Prizes: 1st = \$1500 USD in BTC/LOKI

2nd = \$500 USD in BTC/LOKI

3rd = Loki Merchandise + 1 x Ledger Nano S + 1 x Trezor One

Crowd Favourite = Loki Merchandise + 1 x Ledger Nano S + 1 x Trezor One

Theme; ***Build a SNapp that promotes digital privacy for individuals.***

Schedule

Doors open & Registration: 10 am - 11 am

Team Selection & Demos by Loki & Arweave: 11 am - 12 pm

Hacking: 12 pm - 5 pm

Pitches & Prizes: 5:30 pm - 6:30 pm

Networking & Drinks: 7 pm - Close

WHAT TO BRING

- A HDMI compatible laptop.
- Your best crypto merch (Extra points for Loki merch...[plug plug](#)).

- A brain, eyes, ears, and a mouth.

SNApps can add robust transport layer security to almost any application that uses the internet. Both the Server and Client will benefit from mutual privacy from each other and the nodes on the Loki Network, as well as parties on the wider internet. They are also really simple. You can take almost anything that works on the regular internet, and turn it into a SNApp by putting a Lokinet router in between it and the internet. Lokinet will handle all of the complicated stuff. Setting up a SNApp is really fast - it can only take a few minutes.

SNApps can be used to build anonymous websites, marketplaces, social media platforms, VoIP services, or any number of other internet based services. There really is very little limitation to what they can be used for!

So with that in mind, this SNAppathon is designed to challenge you to come up with the best ideas for SNApps and try to deploy them in a 5 hour window! Please see the marking rubric below to understand how this challenge is scored and what to aim for when building your SNApp.

SNApps don't care what languages or platforms you use. So long as it talks 'internet,' it should just work. Whether its a simple WordPress site, an advanced full stack application, or its own daemon providing a service written in an obscure language like Erlang, it will all work.

Information and Assistance

Building a SNApp can be really straightforward. The Lokinet team and other devs from the Loki project will be onsite all hack to help you and your team execute your idea and deploy it as a SNApp. Documentation can be found at <https://lokidocs.com/Lokinet/SNApps/> for those who wish to familiarise themselves in advance on how SNApps or any other aspect of Loki Network functions.

SNAppathon Rules

Teams

Teams will be formalised at the end of registration. You may work with people you already know, join other people's idea, or pitch your own idea and have people join you. We will have a 20 minute session at the beginning of the SNAppathon where anyone may submit an idea to form a team around. For a team to form, a participant must stand up and pitch the idea in 60 seconds or less. However, the following rules apply:

- Teams must have at least 3 members, and no more than 8 members.
- There will be no more than 10 teams at this event. If more than 10 teams form, we will do our best to combine teams in the most logical way.
- The Loki team will adjust these rules depending on the final turnout and skill distribution.

Once the teams have been designated, changes are allowed for the first hour of the hack, however the same rules above will apply. If you wish to change teams, you must personally come speak to the Loki team.

Submission Criteria

Teams are to submit their SNAApp as a demo and/or presentation. Each team will have a MAX 6 minute window to show off their SNAApp. A further MAX 3 minutes for questions will be given.

Marking Rubric	Points				
Utility - How useful is this SNAApp? Does it provide extra privacy or utility over existing applications?	0 points - Provides no utility	2 point - Provides limited utility	4 points - Provides some utility	6 points- Provides good utility	8 points - Provides excellent utility
Applicability - Is the SNAApp applicable? How likely is this solution going to be adopted by target users?	0 points - Not applicable to target users	1 point - Somewhat applicable to target users	2 points - Applicable to target users	3 points - Applicable to more than just target users	4 points - Widely applicable to many user groups
Development - How much technical work has gone into the solution? Does it work? If not, how much more work would be required to complete it? Has it been well executed? Is it live on the Lokinet test network?	0 points - No technical works completed	3 points - Limited technical work completed	5 points - Limited live demo executed	7 points - Minimum viable product demo executed	9 points - Full featured version demo executed
Ambition - How ambitious is the SNAApp? Is it a technically trivial task, or is it more complicated?	-2 points - Trivial redeployment of existing technology	-1 point - Easy Redeployment of existing technology, or trivial new technology	0 points - Redeployment of existing technology	2 points - New technology and/or easy integration with other decentralised technologies	5 points - Integration with other decentralised technologies and advanced new technology
Creativity - Is this a new	0 points -	1 point -	2 points -	3 points -	3 points -

solution to a problem, or is it an alternative solution to an existing one? Is the thinking out of the box or novel?	Not creative	Alternative to existing solution	Good alternative to existing problem	New solution to a novel problem	Highly creative solution to a novel problem
Presentation - Was the presentation delivered well? Was the idea engaging?	0 points - Did not present/No materials	1 point - Limited presentation	2 points - Adequately presented, reasonably engaging	3 points - Well presented, or engaging idea	3 points - Excellently presented or thoroughly engaging idea

As you can probably tell, the challenge favours ideas that can be quickly deployed during the SNAppathon itself. If you're smart, you might even try to deploy something ahead of the event. If your idea is *really good* but hasn't had a scratch of deployment work done, you might do ok. However you should aim to have someone on your team that can deploy at least something.