

## Entry requirements – technical entry – Teacher Guidance

---

Modules > Pitch and Competition > Competition > Technical entry

To enter the technical part of the Apps for Good competition each team will need to submit the technical deliverable described below to Apps for Good via the competition entry form.

All competition entries must be submitted to Apps for Good, no later than **midnight GMT, Tuesday 29<sup>th</sup> April 2014**. (see *Competition entry form guidance* for practicalities)

Each technical entry will consist of **one part**:

### 1. A fully functioning mobile, web or social app

Including:

- Source code

Please note:

We expect each team to have manipulated the code base. This includes remixing code and integrating libraries, plug-ins or even coding certain aspects from scratch. **Merely exporting the auto-generated source code from a building block tool will not be sufficient to enter the technical categories.** But: if your students created half of the app in a building block tool like Appshed, exported this code and then continued manually adding code as a team, then they do qualify for entering the technical category.

Web apps programmed in HTML, CSS and Javascript and other programming languages such as Python, PHP or C++, etc. all qualify as long as we can access the source code and test the product itself. We do encourage all teams that have created source code and a functioning technical prototype to submit it to the technical entry.

Please share a weblink/ URL of the mobile, social or web app with us. This could be the URL of the app published on Google Play or the App Store, a weblink to the Facebook or web app (e.g. the JSBin URL).

In addition you need to share with us a second separate weblink of where the online source code is stored:

- via Github, Bitbucket or a similar code publishing platform.
- via a Zip-file, uploaded as
  - i. public link on Dropbox.com
  - ii. public link on Google Drive
  - iii. Any other online document sharing site that stores Zip files and allows you to share them via a weblink.