



Cogswell Beta Pro-Slash Demo Hack Competition

1. Description.

The Cogswell Beta Pro-Slash Competition (the “Competition” or the “Contest”) is designed to encourage developers to build “demos” of the Cogswell system in the world of IoT (Internet of Things). Some objectives include (1) work with and contribute to open-source software, (2) expose users to the Cogswell platform. Aviata will provide various SDKs and APIs that users can use to accomplish the Tasks involved in this competition. Aviata will judge each entry and will choose the winning entries at their sole discretion. Prizes will be awarded to eligible winning Participants.

Here’s what we’re looking for:

Demos that use the Cogswell.io platform to do something cool.

There are two categories of demos that are eligible:

Demo Option One: App based – Create an Android app that does something cool and will make companies want to use Cogswell.io as their Pub/Sub platform. Ideally, we want to be able to get potential customers to download an Android app from Google and play with Cogs to get exposure to its power, flexibility, ease of deployment, etc.

Demo Option Two: Electro-mechanical based – Create a demo that physically moves or does something cool. These types of demos can make a lasting impression when you are in the same room as someone.

2. Binding Agreement.

In order to enter the Contest, you must agree to these Contest Rules. Please read these Contest Rules prior to entry to ensure you understand and agree. You agree that submission of an entry in the Contest (“Entry) constitutes agreement to these Contest Rules. You may not submit an Entry to the Contest and are not eligible to receive the prizes described in these Contest Rules unless you agree to these Contest Rules. These Contest Rules form a binding legal agreement between you and Aviata with respect to the Contest.

3. Eligibility.

This contest is open to individuals who are at least eighteen (18) years old. The Contest is not open to individuals (1) who are residents of countries, states, regions, counties, or other local jurisdictions where this Contest would be illegal, (2) are prohibited by applicable export controls or other sanctions. Teams



4. Registration.

Contestants should send an email to hfortier@aviatainc.com indicating a desire to participate in the contest. It should contain the full name and contact info for all participants of the team. Those who register will be sent news or announcements relating to the contest. The deadline to register is the end of the contest period.

5. Contest Period.

The contest begins at April 20, 12:00 MDT and ends at May 2, 2016 12:00 MDT.

Aviata reserves the right to extend the contest duration up to 7 days. Should this occur, Aviata will attempt to contact all known participants who have registered.

6. Submission of Entries.

6.1 Hosting. Contestants are required to host their Entry project on github.com or bitbucket.org. Either of these options will require an account with one of these providers. In both cases, the project must be a public project.

6.2 Submission. You must send an email to hfortier@aviatainc.com before the end of the contest with a link to your public bitbucket or github contest entry project.

6.3 Entry criteria. The following criteria must be met for an entry to be considered valid and for judging consideration.

- a. There must be a README.md file with the following sections:
 - i. Authorship. List all contributors to this project. First Name, and Last Name.
 - ii. Overview. An overview of the project, it's ambitions, goals, purpose, what the project does, and why someone other than yourself might use it.
 - iii. Build instructions. You must have instructions which explain how to build and run your project. These must be detailed enough for Aviata staff who may not be familiar with your development platform of choice, to check out the project and follow the instructions to build and execute the project. We cannot emphasize enough how important it is that we can follow your instructions here. If we cannot build or execute your entry, then it will be disqualified.

While not required, we recommend build automation tools like Maven or Gradle (for Java or Android) which simplify downloading third party dependencies and creating an executable application.

- iv. Setup instructions. You must detail various setup that is a prerequisite to your project being able to function correctly. At a minimum, this should include the Namespace name, Namespace attributes (what data types, and which are PKs), and details of your Campaign and / or Segment(s).

You should also include in this section a list of hardware or other software requirements needed to run your app. Eg. Android Studio, XCode, Raspberry Pi.



- v. Application instructions. You must provide a user's manual to the operation of your application so we know how to use it.
- vi. License. This must be either: MIT License, Apache License 2.0, or BSD License.
 - b. Attribution. You must document either in the README.md or in a NOTICE.txt, all of your project dependencies. This includes listing the URL for each project dependency, the license for each dependency, and a URL to license(s) that each dependency uses.
 - c. Your application must implement the following REST API endpoints (or their SDK equivalents):
 - . POST /event
 - i. GET /push (for Java or C# apps) or POST /register_push (for Swift or Android apps)
 - ii. GET /message/<token> (if a Swift or Android app)
 - d. Your application must generate meaningful (non-random, non-static) event data to send to Cogs via REST API or SDK equivalent calls to POST /event. Some examples would be data generated by user action, or a sensor.
 - e. You must have registered for and created a Cogs account at Cogswell.io via the "Sign Up" link.
 - f. You must have created a Namespace with appropriate attributes.
 - g. You must have create a Campaign which has content defined.
 - h. Your application must demonstrate the ability to receive messages from Cogs and take action based on the content. Some examples might be: make a sound, alter the UI of your app, operate a mechanical or robotic device, or generate data to be consumed by a third party device or API.
 - i. Have a real world purpose or use by someone other than yourself, even if it is relatively minimal.

7. Judging.

- 7.1 Aviata will chose at its discretion, the judge(s) for this contest.
- 7.2 All judging decisions are final except as otherwise noted in these Contest Rules.

8. Prizes.

8.1 No Completed Entries. In the event that no completed entries are received, no prizes will be awarded.

8.2 Prizes. There will be two (2) finalist prizes and one (1) Grand Prize.

Grand Prize: 13" i5 MacBook Pro

2nd Place: Dell UltraSharp 29 Ultrawide Monitor

3rd Place: Xbox One



Should your entry win one of the prizes, any physical systems required for the demo (i.e. likely related to the electro-mechanical based demo) becomes the property of Aviata, Inc. at no additional cost to Aviata.

Aviata reserves the right to substitute a similarly valued product should the product above not be available from the manufacturer at time of contest award. Aviata reserves the right to not award prizes if submissions do not meet the criteria and spirit of the contest. We really want to award these prizes so we encourage strong submissions.

8.3 Taxes.

- a. You are solely responsible for complying with all applicable tax laws and filing requirements.
- b. You are solely responsible for paying all taxes imposed on prizes awarded to you.

8.4 No Warranties. Except as required by law, Aviata makes no warranties, express or implied, for prizes.

8.5 Forfeiture.

- a. You will forfeit your prize if: your prize or prize notification is returned to Aviata.
- b. If you forfeit your prize as a Grand Prize Winner, an alternate Grand Prize Winner may be selected.

8.6 Disqualification. You may be disqualified from the Contest, forfeit any prizes you may be eligible to receive, and prohibited from participating in any future Aviata Contests if we reasonably believe that you have attempted to undermine the legitimate operation of the Contest, including:

- a. Providing false information about yourself or eligibility during the Contest;
- b. Breaching or refusing to comply with these Contest Rules;
- c. Threatening or harassing other contestants, Aviata, or any Organization, including their employees and representatives;
- d. Tampering or interfering with administration of the Contest or with the ability of other contestants to participate in the Contest; or
- e. Submitting content in an entry that:
 - i. is not original,
 - ii. violates the rights of a third party,
 - iii. violates any applicable law.

9. Rights in your Entries.

9.1 You retain all rights to your entry that you had before submitting it.



9.2 For any entry that you submit to the Contest, you grant Aviata a non-exclusive, worldwide, perpetual, irrevocable, free license to reproduce, prepare derivative works of, distribute, perform, display, and otherwise use such entry for the purpose of administering the Contest and promoting Cogswell.

10. Your Representations, Warranties, Indemnities.

8.1 Representations and Warranties. You represent and warrant that:

- a. the information you provide about yourself in communications with Aviata is truthful and accurate;
- b. your entries are original;
- c. you own all rights in your entries;
- d. your entries do not violate any applicable laws; and
- e. your entries do not violate any rights of any other person or entity or any obligation you may have with them.

8.2 Indemnities. You will indemnify Aviata and its affiliates, directors, officers, and employees against all liabilities, damages, losses, costs, fees (including legal fees), and expenses relating to any allegation or third-party legal proceeding to the extent arising from:

- a. your acts or omissions in relation to the Contest (including your use or acceptance of any prize and your breach of or non-compliance with these Contest Rules); and
- b. your entries violating any rights of any other person or entity or any obligation you may have with them.

11. Disclaimer

THE COGSWELL.IO WEBSITE, PRODUCT, AND ALL ASSOCIATED SERVICES IS PROVIDED ON AN "AS IS" AND "AS AVAILABLE" BASIS. AVIATA DISCLAIMS ALL REPRESENTATIONS AND WARRANTIES (EXPRESS OR IMPLIED), INCLUDING ANY WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. AVIATA IS NOT RESPONSIBLE FOR ANY INCOMPLETE, FAILED, OR DELAYED TRANSMISSION OF YOUR REGISTRATION INFORMATION OR SUBMISSIONS DUE TO THE INTERNET, INCLUDING INTERRUPTION OR DELAYS CAUSED BY EQUIPMENT OR SOFTWARE MALFUNCTION OR OTHER TECHNICAL PROBLEMS.

12. General

12.1 Not an Offer or Contract Of Employment.

- a. You acknowledge that your participation is voluntary.
- b. You acknowledge that no confidential, fiduciary, agency or other relationship or implied-in-fact contract now exists between you and Aviata as related to this contest



and that no such relationship is established by your submission of an entry to the Contest.

c. You understand and agree that nothing in these Contest Rules or an entry to the Contest or an award of a prize may be construed as an offer or contract of employment with Aviata.

12.2 Severability. If any term (or part of a term) of these Contest Rules is invalid, illegal or unenforceable, the rest of the Contest Rules will remain in effect.