CODEKSHESTRA

Rules & Guidelines of the Grand Challenge

*"Just as warriors gathered at Kurukshetra,
coders shall unite at Codekshestra to showcase their prowess"*

I. Formation of Warriors (Team Formation)

● Each battalion must consist of 3 warriors.

● Warriors may unite from different kingdoms (colleges) or different levels of training (academic years).

II. Eligibility for Battle (Entry Requirements)

● Open to all disciples from recognized institutions across Bharatvarsh (India).

● All warriors must bear their institution's seal (college ID card) and royal identification (Aadhar Card).

III. Weapons of Choice (Project Criteria)

● Only software-based arsenals (projects) shall be permitted.

● All creations must align with the sacred theme decreed.

● Weapons must be forged entirely during the battle (hackathon period).

IV. Presentation of Arms (Project Submission)

● Each team shall present their strategy through a presentation scroll (PPT).

● A complete chronicle of creation (GitHub repository with proper commit history) is mandatory.

● A functional demonstration of the weapon (working prototype/demo) must be exhibited before the council of judges.

V. Code of Dharma (Ethical Guidelines)

● Any act of deception, plagiarism, or misrepresentation shall result in immediate banishment from the arena.

● All warriors must honor their fellow combatants, judges, and the event organizers.

● Any form of harassment or dishonorable conduct by any team member will not be tolerated and shall lead to team elimination.

● Use of intoxicating substances (tobacco, alcohol, or other intoxicants) is strictly forbidden within the sacred grounds.

● Departing from the premises without royal permission is prohibited.

● Unnecessary wandering across the campus during the event is forbidden.

VI. Forbidden Artifacts (Prohibited Items)

For the safety of all warriors, the following items are strictly banished from the battleground:

● All sharp implements including but not limited to blades, cutters, and daggers.

● All fire-summoning devices such as ignition stones (lighters), fire sticks (matches), or similar instruments.

Violation of this sacred law may result in immediate disqualification and removal from the grounds.

VII. Alliance & Strategy (Networking & Collaboration)

● Teams may exchange wisdom and strategies but must not share their weapons (code) with rival teams.

● Night sessions shall feature collaborative activities and opportunities for forming alliances.

VIII. The Art of Creation (Coding & Development)

● All crafting and development work must be performed during the sacred event period.

● Use of divine tools (AI assistance) is permitted and encouraged.

● Warriors must bring their own battle instruments (laptops).

IX. Shelter for Warriors (Accommodation)

● Lodging shall be provided on a shared basis among warriors.

● All participants must abide by the lodging rules and maintain the dignity of the dwelling.

X. Laws of Banishment (Disqualification Rules)

● Teams found violating any sacred law shall face immediate disqualification.

● Submissions presented after the appointed hour shall not be considered.

May the Best Warriors Prevail!

Victory to the Righteous • Victory to Truth