Python Project - (3) Competition

🎯 **Competition Name:** Python Innovators Challenge

📅 **Event Type:** Project Competition + Project Presentation

📌 **Topics Covered:**

- **Turtle Graphics**
- **Streamlit Web Apps**
- **Pygame Game Development**
- **Object-Oriented Programming (OOP) in Python**
- **Encapsulation, Inheritance & Exception Handling**
- **Polymorphism & Abstraction**
- **Tkinter GUI Development**
- **File Handling & Modules**
- **List, Tuples, Dictionaries, and Comprehensions**

📢 **Competition Structure**

📌 Round 1: Project Submission

- Participants develop a project based on one or more of the topics above.
- The project must be submitted as a GitHub repository or ZIP file with a README file explaining:
    - Project Objective
    - Features
    - How to Run the Code
    - Screenshots (if applicable)
- Deadline for submission: **14/02/2025**

📌 Round 2: Project Presentation

- Shortlisted participants will present their projects to a panel of judges.
- Each participant/team gets **10 minutes** to present, including:
    - **5 minutes** for live demonstration
    - **3 minutes** to explain the code, logic, and challenges faced
    - **2 minutes** for Q&A with judges

🔍 Judging Criteria

Criteria	Marks
Innovation & Creativity	20
Functionality & Features	20
Code Quality & Best Practices	20
Presentation Skills	10
User Experience (UI/UX) (for GUI projects)	10
Handling Errors & Exceptions	10
Documentation (README, comments, etc.)	10
Total Marks	**100**

🚀 Example Project Ideas

- **Turtle Graphics:** Animated patterns, Drawing App
- **Streamlit:** Data Dashboard, AI-powered Chatbot
- **Pygame:** Simple Game (Flappy Bird Clone, Racing Game)
- **OOP in Python:** Banking System, Library Management
- **Tkinter:** To-Do List App, Quiz Game
- **File Handling & Modules:** Text-based File Organizer