EVENT RULES

- 1. Each team will have 3 members.
- 2. Your project must be from one of these categories:
 - a. Education b. Healthcare c. Finance d. Games
- 3. Your solution can be a
 - a. Mobile app b. Website c. Desktop app
- 4. The Point System:
 - a. User Interface (Design) 10 points
 - b. User Experience (Intuitive) 10 points
 - c. Synergy (Work with your teammate) 10 points
 - d. Presentation (Video) 10 points
 - e. Usefulness 5 points
 - f. Code quality 5 points
- 5. You can use any tech stack and the code must be on GitHub or GitLab.
- 6. The website must be hosted.
 The mobile app must have an APK,
 The Desktop app must have an installer (exe, Applmage).
- 7. You can ask a 3rd year to be your mentor. (Optional)
- 8. Projects must be original and must be created after the start of the hackathon. (Violation of these rules will lead to immediate disqualification)
- 9. No updates should be made in the repository after the submission time.
- 10. Submission date: 17th February (6 PM)

