

1. Rules and regulations:

- a. The problem statements will be available on the website as well as the WhatsApp group, 7 days prior to the hackathon, i.e, on 14 March.
- b. The hackathon is open to individuals or teams (maximum 5 members per team).
- c. Participants must register before the deadline of 21 March and provide accurate details.
- d. All projects must be developed during the hackathon; pre-existing projects are not allowed.
- e. Participants can use any programming language, framework, or tool, unless specified otherwise.
- f. A participant cannot be part of multiple teams.
- g. All the members in a team must be present on the day of hackathon.
- h. It is not compulsory for the participating students to be present on each day of the event, Hack Days 3.0.
- i. All submissions must be fully functional or at least a working prototype.
- j. README.md file should have all the instructions to run the application.
- k. Projects must be open-sourced on GitHub on the day of hackathon.
- l. A team must present their idea on the day of the hackathon in specified format.
- m. Students can come from different universities, different departments or different semesters.
- n. Further communication and instructions would be mailed to the leader of the team.

2. Judging Criteria: (Total Weightage: 100%)

- a. **Code Quality** - Maintainability, scalability and readability of the code. (20%)
- b. **Innovation & Creativity** - How original is the idea? Uniqueness and creativity of the solution, as well as its potential impact on solving real-world problems. (25%)
- c. **Technical Complexity** - Level of engineering and problem-solving. These ideas have the power to revolutionize industries, improve people's lives, and drive progress in various fields. (15%)
- d. **Feasibility & Execution** - Does the solution solve any real-world problem? Does the solution work effectively? (25%)
- e. **Ease of Use** - Is your solution easy to navigate, accessible, and user-friendly? (15%)