# 1. DevXtreme - Hackathon

**1. Event Name** DevXtreme (Hackathon) **2. Objective**

To enhance problem-solving ability, teamwork, and hands-on software development skills by building real-world solutions within a fixed time frame while promoting inter-college technical collaboration.

**3. Overview**

DevXtreme is an 18-hour inter-college overnight hackathon where student teams from PMEC and other institutions design, develop, and present functional solutions to approved problem statements under a predefined theme. The event emphasizes practical implementation, structured evaluation, innovation, and competitive exposure.

## 4. Format & Duration

- **Duration:** 8 Hours
- **Mode:** Team-based development

## 5. Participation Details

- **Team Size:** 3 to 5 members
- **Eligibility:** Undergraduatestudents (PMEC and other colleges)
- **Problem Statement Submission:** During registration
- **Shortlisting:** Conductedbytheorganizing committee

## 6. Evaluation Method

**Total Weightage: 100%**

DevXtreme uses a weighted scoring system. All judges score on a simple 1–10 scale. These scores are averaged and then adjusted by the round's weightage.

## Round 1 – Idea Evaluation (10%)

- Evaluators: 2 Faculty members.

- Parameters: Problem Clarity, Innovation.

- Calculation:R1[Avg] ={Total Score from Jury 1 + Total Score from Jury 2}/{4}

*Since there are 2 parameters and 2 judges, we divide by 4 to get a score out of 10).*

## Round 2 – Technical Evaluation (10%)

- Evaluators: 2 Student evaluators.
- Parameters: Architecture, Tech Stack & Progress.
- Calculation:

R2[Avg] = {Total Score from Jury 1 + Total Score from Jury 2}/{4}

## Round 3 – Exhibition Evaluation (20%)

- Evaluators: 2 Faculty members.
- Parameters: Functionality, Usability (UI/UX).
- Calculation:

R3[Avg] = {Total Score from Jury 1 + Total Score from Jury 2}/{4}

## Round 4 – Final Evaluation (60%)

- Evaluators: 5 Expert jury panel members.
- Parameters: Quality, Innovation, Code Logic, Impact.
- Calculation:

R4[Avg] = {Sum of all scores from all 5 Judges}/{20}

*(Since there are 4 parameters and 5 judges, we divide by 20 to get a score out of 10).*

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Final Score Calculation Method

The final score for each team is the sum of these averages adjusted by their weightage:

**FinalScore** = (R1[avg] $\times$ 1) + (R2[avg] $\times$ 1) + (R3[avg] $\times$ 2) + (R4[avg] $\times$ 6)

*(Tie-Breaking: If two teams have the same final score, the team with the higher Round 4 score is ranked higher.)*

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This is the final summary sheet used to determine winners.

- Team Name/ID:

- Step 1: Calculate R1 Avg (Total R1 marks / 4)

- Step 2: Calculate R2 Avg (Total R2 marks / 4)

- Step 3: Calculate R3 Avg (Total R3 marks / 4)

- Step 4: Calculate R4 Avg (Total R4 marks / 20)

Final Result Construction:

$$(\text{R1 Avg} \times 1) + (\text{R2 Avg} \times 1) + (\text{R3 Avg} \times 2) + (\text{R4 Avg} \times 6) = \text{Final Score} : 100$$

## 7. Facilities & Requirements

- Internet connectivity
- Continuous power supply
- Dedicated working space
- Dinner and breakfast

## 8. Rules & Guidelines

- Only approved problem statements are allowed
- Teams must clearly explain code logic and system architecture
- Final submission is mandatory for evaluation

## 9. Registration Fee

- PMEC Teams: ₹400 per team
- Outside College Teams: ₹500 per team

## 10. Prize Pool Distribution

The total prize pool for DevXtreme is **₹9,000** and will be distributed as follows: First Prize – ₹4,500, Second Prize – ₹2,700, and Third Prize – ₹1,800.