

GOVERNMENT COLLEGE OF ENGINEERING AURANGABAD, CHHATRAPATI SAMBAJINAGAR

CODE ON VIBES

1. OBJECTIVE:

The Code on Vibes – Vibe Coding Hackathon is a 16-hour continuous, offline, team-based hackathon (Phase 2) designed to evaluate participants on full-stack development, system design, collaboration, and real-world problem-solving.

Teams are required to:

- Decode the problem statement released on the spot
- Design a complete technical solution
- Build a fully functional software system from scratch
- Deliver a working frontend + backend + database-integrated application

1. Mere UI or front-end-only solutions will NOT be considered.

2. Hackathon Mode and Duration

- Mode: Offline (Phase 2)
- Duration: 16 Hours (Continuous)
- Problem statements will be released at the venue at the start of the hackathon
- No prior preparation or partial development is allowed
- Any work done before the official start will result in immediate disqualification.

3. Eligibility & Team Formation (Vibe Coding Rules)

- Solo participation is STRICTLY NOT allowed
- Team size must be 3 to 6 members
- At least ONE female member is compulsory in every team
- Teams not meeting this requirement will be immediately disqualified
- Inter-college teams are allowed
- Team composition cannot be changed after registration
- Every participant must carry a valid college identity card

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4. Project Development Rules (VERY IMPORTANT)

- Projects must be developed completely from scratch during the hackathon
- Git-cloned, forked, or pre-built projects are STRICTLY PROHIBITED
- Reusing old repositories, templates, or boilerplates beyond basic framework setup is not allowed
- The project MUST include:
 - Frontend (UI/UX)
 - Backend (APIs / server-side logic)
 - Database (persistent data storage) Frontend-only projects will be rejected.

5. Full Stack development requirements Each project must demonstrate:

- Proper frontend-backend communication
- Backend APIs handling real business logic
- Database connectivity with CRUD operations
- Authentication and validation (where applicable)
- Logical data flow and proper error handling

6. Platform & Version Control Rules (GitHub – Mandatory) Repository Rules

1. Only the Team Leader will create a private GitHub repository
2. Only ONE repository per team is allowed
3. Repository name format: WINGS-VIBE-CODING-
4. Repository must remain empty before the hackathon starts

Committing Rules

- Teams must push commits every 3 hours compulsorily
- No commitments allowed before the start or after the end of the hackathon
- Commit history will be evaluated for:
 - Authentic development
 - Team contribution
 - Code evolution and progress

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7. Technical Requirements Infrastructure Participants must bring:

- Laptop with charger
- Active internet connection
- Working webcam & microphone (if required)
- Git & GitHub Desktop installed
- Individual GitHub account for each team member

8. PHASE 1: PPT ROUND (Online / Pre-Hackathon Round)

Purpose Phase 1 is an elimination and qualification round focused on idea clarity, problem understanding, and proposed solution design.

Problem statements

- Problem statements will be shared prior to Phase 1
- The same problem statement will NOT be used in Phase 2 PPT Submission Guidelines
- Teams must submit a Project Proposal PPT
- Maximum 5 slides only
- Submission format: PDF ONLY
- No PPT, Word, or other document formats will be accepted.

PPT Evaluation Criteria:

Teams will be evaluated on:

- Problem understanding
- Innovation & originality
- Feasibility of solution
- Proposed system architecture
- Clarity and structure of presentation

Qualification for Phase 2

- Only shortlisted teams will qualify for Phase 2
- Qualified teams will be officially announced
- Decisions of the evaluation committee will be final and binding

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9. PHASE 2: OFFLINE VIBE CODING HACKATHON (Final Round)

Phase 2 is a 16-hour offline intensive coding round focused on real-time problem solving, full-stack development, and system architecture design.

A NEW problem statement will be disclosed ON THE SPOT at the venue

- Phase 2 problem statement will be different from Phase 1
- Teams must start working only after the announcement

10. Evaluation Criteria (Full Stack Focused)

Teams will be judged on:

Frontend:

- UI/UX clarity
- Responsiveness
- User Flow

Backend:

- API design
- Business logic
- Security & validation Database
- Schema design
- Relationships
- Data integrity Code Quality
- Folder structure
- Readability
- Best practices

System Architecture:

- Scalability
- Modularity
- Technology choices

Frontend and backend carry equal evaluation weightage

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11. Proof of Functionality Requirement

- The application must be fully functional
- Dummy UI or static pages are NOT acceptable
- Judges may ask teams to:
 - Run the application live
 - Explain architecture and code flow
 - Modify or extend logic on the spot

13. Do's and Don'ts

- Make logical and meaningful commits
- Ensure equal contribution from all team members
- Write clean, readable, and structured code
- Do NOT commit zip files
- Do NOT upload compiled files (exe, .jar, .dll)
- Do NOT upload large datasets or videos to GitHub
- Avoid unnecessary or spam commits

14. Decision & Organizer Rights

- Decisions of the Organizing Committee & Core Team are final
- Rules may be updated at any time
- Participants must follow the latest official WINGS 2026 document
- WINGS reserves all rights regarding rules and regulations

2. For any Query – Contact:

- Chaitanya Pawar: 9370103857
- Mourya Maradwar: 9604361770

For registration visit the official website of WINGS-2K26.