

Guidelines

1. Guidelines

a) Participation

- Maximum of 4 members per team.
- All participants must act respectfully and wear casual uniform (subject to change).
- Professional conduct is mandatory; violations result in disqualification or removal.
- Open to all backgrounds and skill levels; exclusionary behavior results in immediate disqualification.
- All team members must attend both competition days; absence may result in disqualification from prizes.
- Violations can be reported anonymously; organizers will investigate all reports.

b) Team Formation

- No random teams formed by organizers; teams must be finalized before the competition.
- All team members must confirm their participation before the start date.
- Ensure all teammates understand rules and expectations.

c) Project Development

- All code must be written during the hackathon; pre-existing libraries can be used unless prohibited.
- Reusing up to 60% of prior work is permitted with clear documentation.
- AI may assist but cannot dominate the project; teams must state AI usage in the README.
- No pre-event coding except reusable portions under the 60% rule; pre-written code must be labeled and explained in the README.
- Block-Based coding or Hybrid-Based coding is not allowed; only pure scripting languages are allowed.

2. Submission Guidelines

- Projects must be submitted by 14th Dec 2024.
- Required deliverables: Source code with documentation, README file, and presentation slides (if applicable).
- Clear documentation will increase your chances of winning; ensure ease of understanding and replication.

3. Judging Criteria

- Innovation: Novelty and originality of the idea; differentiation from existing solutions.
- Functionality: Does the project meet its objectives? Are there bugs or limitations?
- Design: User interface design and usability; accessibility for users of all skill levels.
- Impact: Addressing real-world problems; potential reach and influence.
- Technical Merit: Quality of the project's architecture; technical innovation or achievements.
- Documentation: Thoroughness of the documentation; ease of understanding for external users.
- Additional Criteria: Judges may apply extra criteria at their discretion.

4. Tools & Technology

- Any language, framework, or tool is allowed unless prohibited; organizers may restrict certain tools for security reasons.
- Must declare hardware before the event; teams must follow safety protocols when using hardware.
- Internet allowed for research, not external assistance; no communication with people outside the competition.

5. Intellectual Property

- Participants retain ownership of their projects; judges can review and analyze the source code.
- All projects must be fully open-source; the README must include a license or state LICENSE N/A.
- The Hackathon's Organisers reserves the right to patent any project created during the hackathon.

6. Prizes & Awards

- All team members must follow the rules; teams must be present on both competition days; availability for post-event interviews if required.
- Winners announced on the final competition day; runner-ups may receive recognition.
- Information about cash prizes is available [here](#).
- Winners may be asked to participate in promotional activities.

7. Conclusion

- By participating, you agree to follow the hackathon's rules and guidelines. Failure to comply may lead to disqualification. Contact the organizers with any questions or concerns.
- By breaking the rules, you are subject to different punishments, that may include minor warnings to disqualification from awards to getting kicked out - These punishments all depend on the rules broken, and previous warnings, They cannot be appealed - and are only given by organisers, volunteers are allowed to inform organisers.

Good luck and happy programming!