Hackathon - 1

Rules

1. You can attempt only one of the problems given below.
2. You are free to develop a mobile app, web app, desktop app, command line utility or anything of your choice.
3. You are free to use any technology.
4. You will judged on the basis of:
   a. Innovation - 40%
   b. Features of your app/tool - 20%
   c. User Interface - 20%
   d. Usage of Git - 20%

Problem Statements

1. You are provided with an excel sheet that contains the details about the university curriculum along with the teachers and available rooms. Design a tool to generate a week's timetable for each class. Refer to the provided sheet.
   https://docs.google.com/spreadsheets/d/1w_MyI3WPjpB1tB--s6hVEof7nYj ZDc21HaoJ2EBg6LI/edit?usp=sharing
2. Develop an interactive game using any set of technologies.
3. Develop a utility for competitive programmers, using the codeforces API (http://codeforces.com/api/help).