RULES FOR HARDWARE HACKATHON 1.0

1. Participants should register as a team of a maximum of four members.
2. The project should compulsorily consist of hardware and can consist of software which must meet the distinct innovative theme.
3. Teams must finalize their projects within the specified time and present their projects in front of judges at the end of the event.
4. Teams need to bring all essential electrical components and equipment for their use during the competition, which must be disassembled. (Ready-made projects are not allowed)
5. Teams can work on ideas that have already been done (completely innovative ideas are not necessary). If two teams want to work on a common idea, they are allowed to do so and will be judged on the quality of project and way they present.