

# Event: CLONE IT

*See it. Sense it. Shape it.*

## Team Details

- Each team consists of **2–3 members**
- **No elimination** – all teams play all **3 rounds**
- Scores from all rounds will be **added** for final results
- All team members must participate in **every round**

### ■ **Round 1: Flash Clone (Observe & Recall)**

**Rules:**

- Each team will have **all team members** participating
- A technical interface / UI screen (*website, app, dashboard, form, etc.*) will be shown
- The screen will be displayed for **2 minutes only**
- Teams must observe carefully
- After the screen disappears, teams must recreate the layout on **paper**
- Recreation can include:
  - Layout structure
  - Buttons, text fields, icons
  - Section placement
- ■ **No mobile phones allowed**
- ■ **No discussion with other teams**

### ■ **Round 2: THE X-RAY**

**Rules:**

- **All team members** participate together
- The same interface from Round 1 will be shown again
- Teams must analyze:
  - Purpose of each section
  - User flow (what happens when buttons are clicked)
  - Input → Process → Output logic
- Teams will be asked **technical reasoning** questions
- Discussion within the team is allowed
- Each team will explain answers **verbally**

**Example Tasks:**

- Explain how the login works
- Predict what happens after clicking a button
- Identify backend or database usage

## ■ **Round 3: THE EVOLUTION**

### Rules:

- All **3 members** must contribute
- Teams must clone the concept and suggest **technical improvements**
- Teams should:
  - Keep the core functionality
  - Add at least one smart technical upgrade
- Improvements can include:
  - Better UI/UX
  - Security enhancement
  - Performance improvement
  - New feature integration
- Each team gets **2–3 minutes** to present
- ■ **No vulgar or irrelevant content**

### Judging Criteria

- Innovation & creativity
- Technical feasibility
- Explanation clarity
- Real-world usefulness