

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