



**SpaceCon**

# ODYSSEY TO THE MOON

**Design a lunar mission**

# RULEBOOK

## 1. EVENT OVERVIEW

### 1.1 Event Introduction

"Odyssey to the Moon" is an astro- and space-based UI/UX design competition that focuses on bridging the gap between complex mathematics and interstellar exploration through the design of Astraeus, a space-companion mobile application.

### 1.2 Event Objectives

- Design for Complexity: Simplifying high-level math for enthusiasts.
- Visual Storytelling: Using immersive, high-tech aesthetics (Glassmorphism/Dark Mode).

Innovation: Reimagining digital interfaces for celestial data.

## 2. TEAM FORMATION & ELIGIBILITY

- **Team Size:** 1–4 members per team.
- **Eligibility:** Open to all students in college
- **Registration:** Mandatory registration via the official Unstop and Nakshatra website must be completed before the deadline.

## 3. EVENT STRUCTURE & FLOW

### 3.1 Round 1 – Orbital Ignition (Online Screening)

- **Format:** PPT/PDF Submission based on the mandatory 8-slide layout.
- **Focus:** User research, Brand kit, and choosing one core UI screen to design.
- **Outcome:** Eliminatory round to select the top teams for the offline finale.

### 3.2 Round 2 – Lunar Landing (Offline Final Round)

- **Venue:** NSUT Main Campus, Dwarka.
- **Hacking Phase (3 Hours):** A high-fidelity design sprint to build the interactive prototype. This window includes the lunch break.
- **The "Live Design" Exception:** Teams may use the one UI screen submitted in their Round 1 PPT. All other mandatory screens, navigation, and the X-Factor must be created from scratch during this 3-hour window.
- **Submission:** Final Figma Prototype link submitted immediately at the 3-hour mark.
- **Pitch Phase (2 Hours):** 7-minute slot per team (5 min Pitch + 2 min Q&A).

## 4.MANDATORY FEATURES & X-FACTOR

### 4.1 Core Screens

- 1. Home Dashboard:** Personalized data and navigation.
- 2. Explorer Profile:** Learning paths and achievement badges.
- 3. Trend-Sphere:** Visualized news feed for space/math breakthroughs.
- 4. Astro-Calendar:** Timeline for celestial events and webinars.

### 4.2 X-Factor: Galactic Archive

An immersive, interactive encyclopedia. It must replace standard text-heavy pages with 3D-style navigation and futuristic overlays that make exploring celestial data feel like a spacecraft's "Knowledge Core."

## 5. SUBMISSIONS & TECHNICAL REQUIREMENTS

### 5.1 Round 1 PPT Format (Strictly 8 Slides)

1. Team Details: Team name and member names.
2. User Persona: Target audience and intended UX goals.
3. Visual Identity: Brand Kit (Color Theme, Typography).
4. Problem Statement: Defined focus for your solution.
5. UI Screen (Choose ONE): Home Page Design OR User Profile Design.
6. Unique Feature: Preliminary concept for the "Galactic Archive."
7. UI Conclusion & AI Disclaimer: Summary of vision and mandatory disclosure of AI tools used. (Figma link optional).

### 5.2 Technical Constraints

- The "No-Axis" Rule: Round 2 submissions must be in "Prototype Mode Only" link format.
- Aesthetics: Use of Glassmorphism or Futuristic Dark Mode is highly encouraged.

## 6. SCORING & JUDGING CRITERIA

Criteria	Weightage	Focus
User Experience (UX)	30%	Intuitive navigation and clear interactive flow.
Visual Design (UI)	30%	Aesthetics, hierarchy, and "Space-Cockpit" feel.
Mathematical Integration	20%	Creative visualization of complex data/equations.
Problem Solving	20%	Innovation and impact of the "X-Factor."

## 7.FAIR PLAY & CONDUCT

- Pre-Design Policy: Only the Round 1 UI screen may be reused. All other screens must be original work produced during the 3-hour live event.
- Submission Integrity: No changes to Figma files are permitted after the 3-hour design window.
- AI Ethics: Use of AI must be disclosed. The core UI/UX logic must be the original work of the team.
- Disqualification: Any form of plagiarism or rule violation results in immediate disqualification.

## 8.PRIZES

- Cash prizes for winning teams.
- Participation certificates for all offline finalists.

We extend our best wishes to all participants of the SpaceCon 2026 and look forward to seeing innovative solutions in the coming weeks.