



//Hackathon + Designathon

Eligibility: VI-XII

Teams per School: 1

Team Members: 2-5

Mode: Prelims - Online

Finals - Offline

RULES:

- Participants have to develop and submit their deliverables online in the prelims; the selected teams will be invited to pitch their product in the offline finals followed by an interview.





PROMPT :

- The theme is Innovation. Now, this is a bit hazy? However, we want you to think beyond the box and come up with something you truly would preach for. Something you would use, buy, or live if you were in the position to do so.

Event Guidelines:

For each deliverable, the following are strictly permissible:

A. Development :

- I. Create a website or mobile app based on the prompt and deploy it on web/build the application.
- II. Only Google typefaces are permitted.
- III. No premade templates allowed.

IV.HTML, CSS and JavaScript
(obligatory mention)

V.You can use standard libraries like Bootstrap and Tailwind. Ant Design and other design systems are not permitted.

B. Pitch Deck:

I.Create a synopsis of your concept and features.

II.Also include information on how it can be implemented.

C. Design

I.Create a poster/video to promote your product.

II.Logos, branding, and colour schemes are to be included in this section.





Note:

- Submission to be done to wartexdata@gmail.com latest by 5th November , 2022.

Judgment Criteria:

- Realistic nature of the product
- Creativity
- UI/UX experience

Event Heads:

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