

App Dev

Overview

The App Dev Challenge invites developers to showcase their expertise by crafting innovative and functional applications. This competition focuses on creating robust mobile applications that encompass core functionalities and adhere to the best practices in app development. Participants will be evaluated on key aspects, including seamless functionality, intuitive user interfaces, platform responsiveness, efficient performance, stringent security measures, and adherence to coding standards. The competition unfolds over a specific timeline, with participants registering, receiving guidelines, and submitting their projects for evaluation

Rounds

The Competition consists of 2 main and 1 pseudo round:

Round 1: Participants will be required to create 25% of the application components. This round will span 4 hours and take place on the 1st Day of Procom. Any programming framework is allowed. This round will take place on-site.

Pseudo-Round: This round acts as the interlude between rounds 1 and 2. Participants are free to work on their application during this time, in their own homes. Participants are recommended to complete around 75% of their remaining components before round 2.. This recommendation is made to ensure that the remaining application will be completed during the last round.

Round 2: This round will span 4 hours and take place on Day 2 of Procom. The last 25% of the components are to be made during this round. Committing the complete app to GitHub is also to be done during the round. Judging of submissions will take place afterward.

Team Formation

A maximum of 5 participants are allowed in each team.

Rules

- Internet access will be allowed throughout the competition venue.
- Mobile usage is strictly **prohibited**
- Collaborating with other groups in any sort of way will lead to **disqualification**
- Equipment, other than that provided, is **NOT** allowed during the competition.
- Participants can use **ANY** Programming Framework they wish
- The decision of the Judges will be final.
- Instructions will be provided using GCR (Google Classroom).

- Submissions will be taken via Github. (Participants are required to commit to Github before the round ends. Any later commits will not be entertained.)
- Edibles are **strictly prohibited** in the competition venue
- Any team will **be disqualified** due to any of the reasons mentioned below:
 - Plagiarism
 - Usage of AI Tools, and predefined applications during the competition
 - Disturbance or misconduct with any invigilator or fellow competitors
- Teams are **required** to bring the laptops with them to the competition. All required software must be available on the laptop beforehand.
- The competition will be started on time. All teams are expected to arrive on time or earlier to get a head start on instructions. Strict Punctuality will be observed.
- The organizers reserve the right to modify the rules or competition parameters in case of unforeseen challenges, technical difficulties, or circumstances beyond their control. Any changes will be communicated promptly to all participants to ensure fairness and transparency.
- Usage of AI tools even during the pseudo-round is not allowed. Plagiarism and AI detection checks will be implemented on the submissions.