TECHNICAL EVENT – 4

ARCHETYPE RULES AND REGULATIONS

Rules and regulations of software prototype building:

1. Participants can join as individuals or as a team. (Maximum 3)

2. Interested students can register via the attached Google form and create an abstract for your idea.

3. Abstract should be in PDF format and send it to our mail after your registration. (We will contact you through mail after receiving your details).

4. Competition takes place as two rounds.

Round 1: Idea explanation and paper prototyping.

Round 2: Design of your actual website (any design tool is fine:

example - Figma, Balsamiq, Canva, etc.)

Students selected from round 1 are qualified to round 2.

5. Judge's decision will be final.

6. Evaluation of design will be based on the amount of convenience the user experiences and the relevancy of the same in today's world.