HACKFUSION 2.0

Welcome to HackFusion 2.0!

To ensure a fair, enjoyable, and innovative experience for all participants, we have outlined the following rules and guidelines. Please read carefully and adhere to them throughout the event.

REGISTRATION RULES

1. EACH TEAM MUST CONSIST OF 3 - 4 MEMBERS.

2. PARTICIPANTS MUST PRE-REGISTER FOR THE EVENT. SPOT REGISTRATIONS, IF AVAILABLE, WILL INCLUD ADDITIONAL CHARGES.

3. ONE PARTICIPANT, ONE TEAM: A PARTICIPANT CAN ONLY BE PART OF A SINGLE TEAM.

4. ALL PARTICIPANTS MUST PROVIDE ACCURATE PERSONAL AND TEAM INFORMATION DURING REGISTRATION.

5. REGISTRATION IS ON A FIRST-COME, FIRST-SERVE BASIS, SUBJECT TO CAPACITY LIMITS.

6. PARTICIPANTS MUST BE ENROLLED IN AN ENGINEERING COLLEGE AND MUST BE AT LEAST 16 YEARS OF AGE

PROBLEM STATEMENT RULES

1. ALL SOLUTIONS MUST BE SOFTWARE-BASED AND CAN INCLUDE PLATFORMS SUCH AS WEB, MOBILE APPLICATIONS, OR OTHER RELEVANT TECHNOLOGIES.

2. PROJECTS MUST BE ORIGINAL AND DEVELOPED ENTIRELY DURING THE HACKATHON. USE OF PRE-EXISTING CODEBASES OR PROJECTS IS PROHIBITED, UNLESS EXPLICITLY ALLOWED BY THE ORGANIZERS.

3. COLLABORATION ETHICS: TEAMS MUST REFRAIN FROM SABOTAGE, STEALING IDEAS, OR INTERFERING WITH OTHER TEAMS' PROJECTS.

4. ALL PROJECTS MUST BE COMPLETED AND SUBMITTED WITHIN THE 36-HOUR TIMEFRAME.

RULES DURING THE HACKATHON

1. TEAMS MUST ENSURE THE FAIR AND RESPONSIBLE USAGE OF SHARED RESOURCES, INCLUDING POWER OUTLETS, INTERNET ACCESS, AND WORKSPACE.

2. HARASSMENT, DISCRIMINATION, OR ANY FORM OF MISCONDUCT IS STRICTLY PROHIBITED AND WILL RESULT IN IMMEDIATE DISQUALIFICATION.

3. PARTICIPANTS ARE EXPECTED TO MAINTAIN A RESPECTFUL AND INCLUSIVE ENVIRONMENT FOR ALL ATTENDEES.

4. TEAMS MUST ADHERE TO THE EVENT'S SCHEDULE AND ATTEND MANDATORY SESSIONS, SUCH AS OPENING AND CLOSING CEREMONIES.

JUDGING CRITERIA

## 1. PROJECTS WILL BE EVALUATED BASED ON THE FOLLOWING PARAMETERS:

- <u>INNOVATION:</u> HOW UNIQUE AND CREATIVE IS THE SOLUTION?
- <u>FUNCTIONALITY:</u> DOES THE PROJECT SOLVE THE PROBLEM EFFECTIVELY?
- <u>FEASIBILITY:</u> CAN THE SOLUTION BE REALISTICALLY IMPLEMENTED?
- <u>PRESENTATION:</u> HOW WELL IS THE PROJECT DEMONSTRATED AND EXPLAINED?
- <u>CODE QUALITY:</u> IS THE CODE CLEAN, MAINTAINABLE, AND WELL-DOCUMENTED?

2. JUDGES' DECISIONS ARE FINAL AND BINDING
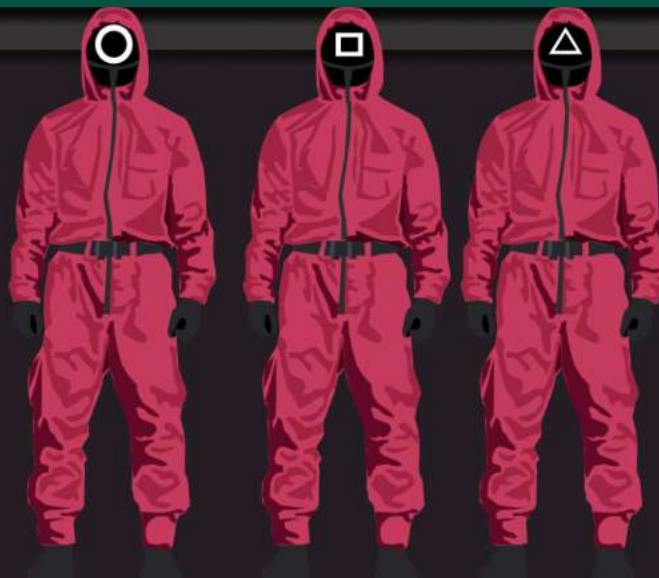
PRIZES AND RECOGNITION

1. THE TOTAL PRIZE POOL FOR HACKFUSION 2.0 IS RS 2 LAKHS, DISTRIBUTED ACROSS MULTIPLE CATEGORIES AND RANKS.

2. SPECIFIC PRIZE DETAILS WILL BE ANNOUNCED DURING THE EVENT.

3. IN ADDITION TO CASH PRIZES, WINNERS MAY RECEIVE CERTIFICATES, TROPHIES, AND EXCLUSIVE NETWORKING OPPORTUNITIES WITH INDUSTRY LEADERS.
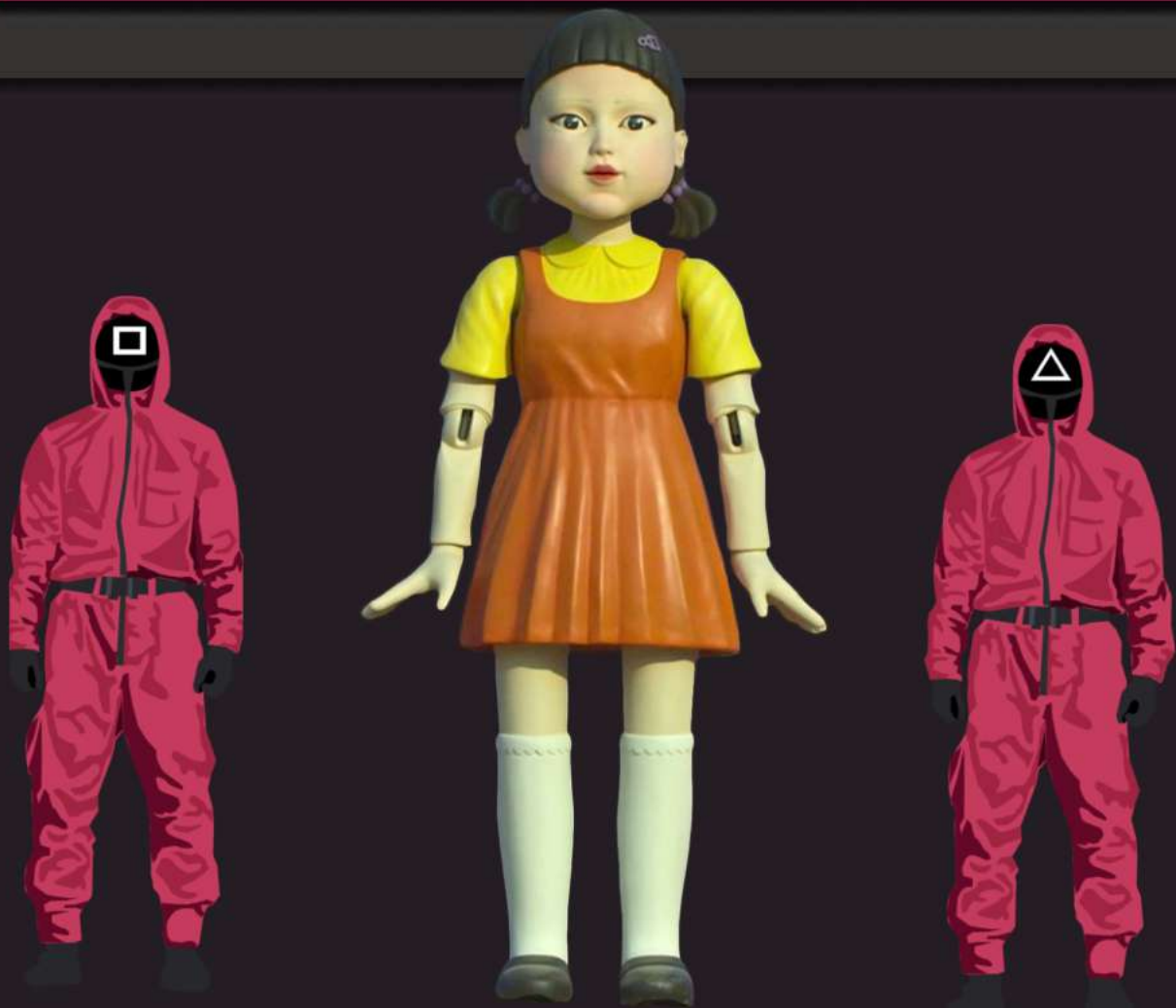
MISCELLANEOUS RULES

1. THE ORGANIZERS RESERVE THE RIGHT TO AMEND OR UPDATE THE RULES AT ANY TIME. PARTICIPANTS WILL BE INFORMED OF ANY CHANGES PROMPTLY.

2. BY REGISTERING FOR HACKFUSION 2.0, PARTICIPANTS AGREE TO ABIDE BY ALL RULES AND DECISIONS MADE BY THE ORGANIZERS.

3. ANY DISPUTES OR CONFLICTS WILL BE RESOLVED AT THE SOLE DISCRETION OF THE ORGANIZING COMMITTEE.

CONTACT US

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