

NEXUS GEN 1

– RULES & GUIDELINES

NEXUS GEN 1 IS A 12-HOUR INNOVATION HACKATHON DESIGNED TO PUSH CREATIVITY, COLLABORATION, AND TECHNICAL EXECUTION. TO ENSURE FAIRNESS, DISCIPLINE, AND A PROFESSIONAL COMPETITION ENVIRONMENT, ALL PARTICIPANTS MUST FOLLOW THE GUIDELINES BELOW. FAILURE TO COMPLY MAY LEAD TO PENALTIES OR DISQUALIFICATION.

TEAM FORMATION RULES :

- Each team must consist of a minimum of 2 and a maximum of 4 members.
- Solo participation is not allowed.
- All team members must belong to the same institution: Future Institute of Technology (FIT).
- Participants may be from different departments and different academic years within FIT.
- Teams with members from different colleges are strictly not allowed.
- A team cannot change its members once registration is completed.
- Each participant can be part of only one team during Nexus Gen 1.

PRESENTATION TEMPLATE POLICY (STRICT RULE) :

- All teams must use the official presentation template provided by Tic-Tech-Toe.
- No extra slides, pages, documents, PDFs, links, videos, or external material are allowed beyond the given template.
- Do not modify the structure of the template.
- Only fill in the sections provided.
- Adding new slides, deleting slides, or attaching anything outside the template will result in penalty or direct disqualification.

The goal is fairness: everyone pitches with the same tools, not extra weapons.

DEVELOPMENT RULES :

- All development must be done during the hackathon duration only.
- Pre-built full projects are not allowed.
- You may use libraries, APIs, and frameworks, but must clearly mention them in the submission.
- The project should relate to the given problem statement/theme.
- Plagiarism or copying existing products will lead to immediate disqualification.

TIME & SUBMISSION RULES :

- For Round 1, all teams must upload their PPT to a Drive folder, make it public, and complete registration using the shared link.
- Teams must adhere strictly to the event timeline.
- Late submissions will not be entertained.
- All required files (code + template presentation) must be submitted before the deadline.

PITCHING RULES :

- Each team will get a fixed pitch time (as announced by organizers).
- Only registered team members can present.
- Judges' decisions are final and binding.
- Any form of misbehavior during pitching may lead to disqualification.

FINAL AUTHORITY

- Tic-Tech-Toe reserves the right to modify rules if required.
- All decisions by the organizing committee and judges are final.
- Participation implies full acceptance of all rules.

NEXUS GEN 1 IS NOT JUST ABOUT BUILDING FAST—IT'S ABOUT BUILDING SMART, FAIR, AND BOLD. COMPETE HARD, THINK DEEPER, AND RESPECT THE STRUCTURE THAT KEEPS INNOVATION HONEST.