



COORDINATOR APPLICATION

Department: _____

Name & Roll No.: _____

Hostel & Room No.: _____

Phone No.: _____

Email address: _____

SHAASTRA 2018 COORDINATOR APPLICATION

WEBOPS SOFTWARE DEVELOPMENT

INSTRUCTIONS:

- The entire application **should not exceed 10 pages**.
- The number of ideas does not matter if not validated properly. Each idea should be thoroughly thought through before being included in the application
- Soft Deadline for submission: **11.55 pm, 16.04.2017**. Interviews will be held for shortlisted candidates, the dates will be mentioned soon.

Current Cores:

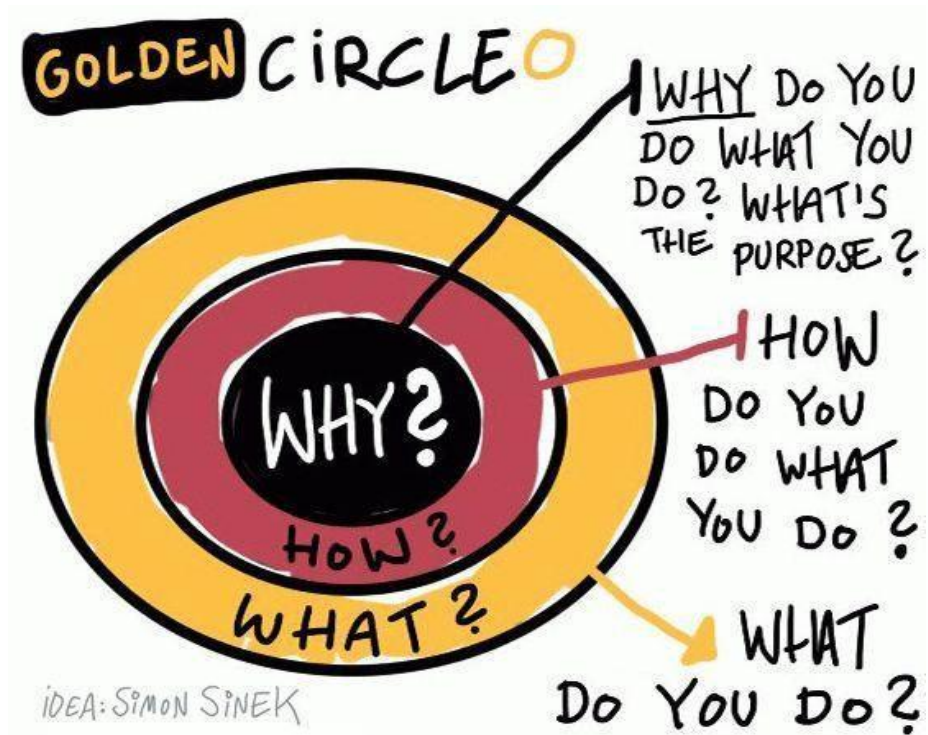
Vikranth	vikranth@shaastra.org	9940112789
Gokulan	kulan@shaastra.org	9487886575

Previous Year Team:

Minu Aswanth	9976448668
Mohith Kumar	9003120598
Aravind Shankar	9600120796
Ram Ananth	9841591445

- **Part A is mandatory for all aspiring coordinators. Part B is a bonus. Super-coordinator applicants have to address both parts.**
- Your very own Shaastra journey has begun. Please make sure you have fun along the way. All the best.
- Feel free to contact the cores for any queries.
- **Do attach a copy of your grade card. Workflow screenshots are also acceptable.**

The key to any successful undertaking is to understand the Golden circle. Please answer all questions below, after giving this a thought.



Do write in your own words about this in the context of Shaastra.

Rules and Regulations:

- Try to complete as many questions as possible.
- **Can use Linux environment such as Ubuntu OR Windows depending on ease.**
- **Hints / Guides**
Resources (Learn scripting with python, ruby, javascript etc. anything you are comfortable with):
 - w3schools
 - CodeSchool
 - CodeAcademy
- For VR apps we will be using unity5
- Go to this link for tutorials : [Unity3d tutorials](#), for game development.

PART-A:

Q1) Answer the following questions briefly

1. Draft a project proposal in each of these verticals (Cloud based Services , Game development) which make Shaastra more technically advanced and automated ?
2. How do you think we can leverage the use of Cloud Based Services in Creating new Softwares which will increase the User Experience of Shaastra or decrease the Work load of other departments? (You can suggest any Ideas you have)
3. For the last year Shaastra we had an Android Virtual Reality game called **Vroom** on the playstore, what are your views on that Game and how do you think you can improve the User Experience of that Game in the coming year of Shaastra?
4. Your credentials and references (if any?), Also share your Github Link.

Q2) Answer the Following :

1) Cloud based services :

Last year we had an app done on Google Appscript using Javascript language. It was

used to send Instant Automated Emails to the Concerning persons when someone edits a cell of an ExcelSheet.

The Use of this Software was to Notify the required people about the change made in the data in a row of the ExcelSheets. So try make a similar Similar Software as mentioned above to however extent possible and also you can project any new Ideas (Solving this problem by using some platform other than Google Appscript).

You can check our Shaastra Github repo (Shaastra Webops) for the Code of the last years Software but I want you to give clear explanation of the code during Interview.

2) **Game Development :**

Make a game executable for windows using Unity3D, and take the help of

[Unity3d tutorials](#). Come up with any game present in the list of those tutorials.

Note : Try to Solve the Questions as much as possible, Partially Solved Questions will also be considered for evaluation.

PART-B:

- What is your Vision for Software Development Department?
- What material would you suggest for the cardboard to showcase our VR game(Suggest a worthy deal).
- What is the Time line you are planning for the Softdev? Mention the dates in a Google Calendar and Share the link of that
- How are you planning to take up the responsibility of the Work of Coords during Summer? What are your plans for Summer?