

# Schedule

TIME	EVENT
8.00 - 8:45am	Registration begins
9.00 - 10.00	Inauguration
10.00am	Problem statement goes live
10.30am	Hackathon commences
11.00am	Problem statement gform closes
1.00pm	Lunch will be available
3.00pm	First commit in Github
7.45pm	Dinner will be available
8.00pm	Second commit in Github
2.00am	Third commit in Github
8.00am	Final commit in Github
8.30am	Breakfast will be available
9.00am	Final presentation
11.00am	Awards and Recognition

## Rules

- All team members should be present at the event (virtually or In-Person). Emergencies with prior information will only be considered.
- Ensure github is setup well. Commit your code frequently. At 3 PM, 5 PM, 8 PM, 12 AM, 2 AM, 6 AM, and the final commit at 8.00 AM is mandatory.
- Teams can of course gain advice and support from mentors.
- All work on a project should be done at the hackathon.
- Teams can work on an idea that they have worked on before (as long as they do not re-use code).
- Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
- Light weight API like Google Maps, weather API, addressing APIs allowed. Heavy weight APIs NOT ALLOWED. In case of exceptions, judges will take the final call.
- Teams must stop coding once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
- Projects that violate the Code of Conduct are not allowed.
- All the Prizes and the Prize categories are decided on the sole discretion of HACK2TECHSUSTAIN and can be modified at any time under requisite

circumstances. HACK2TECHSUSTAIN is not liable to give any notice for the same.

- Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behavior.
- All assets should conform to the Creative Commons License agreement standard or are freely available and you have permission or license to use them.
- Access to the repository is granted, but development can only start at the designated time to avoid disqualification.
- The README should cover team details, project abstract, chosen domain, development tools, and components not created during the hackathon.
- Any software development tools, game engines, IDEs, or programming languages can be used.
- Code creation must occur during the hackathon, with the use of publicly developed APIs/SDKs permitted.
- Hackathon rubrics include originality, market feasibility, environmental and social impact, final presentation, and team coordination.

## Demo Guidelines

- After hackathon finishes, teams will present their demo and presentation only if the code is deployable and the final commit is by 8.00 AM on 26th.
- Problem statements are released at 10 AM, with final submission due by 11:30 AM.
- Regular Git uploads are required, with the final commit due at 8 AM.
- Completed and fully deployed projects are chosen for presentation.
- Rules emphasize team presence, GitHub usage, and adherence to coding ethics.
- Demos are contingent upon deployable code and final commits by 8 AM the next day.
- Compliance with the code of conduct and licensing agreements is mandatory.
- The spirit of innovation and collaboration is encouraged throughout the event.