



presents



NITS :: HACKS 4.0

THE POST PANDEMIC WORLD



NITS Hacks brings individuals with specialized foundations together to frame groups to take care of an issue or grow groundbreaking thoughts.

NITS Hacks 4.0 software hackathon is an approach to software development that brings engineers and other intrigued individuals together to enhance or fabricate another product program. The main aim for our software hackathon is to cohere the ideas of various innovative minds and use it to solve the complications of various real life issues including the fields of Medical, Education, Tourism, E-commerce etc.

NITS Hacks software hackathon is one of the most popular technical competitions in the entire NE region to bring the inventive personalities to cooperate and present their ideas in the best way.



Problem Statement

E-Commerce - Local Survival

Ramesh is a peasant from a village whose means of livelihood is selling vegetables. But, due to the ongoing Covid-19 pandemic, his life has become miserable as he is unable to go to public gatherings to sell his vegetables. All his vegetables are rotten and his income is going nil.

So the most important thing for him at this point is a platform where he can sell his Vegetables at a reasonable rate to the nearby customers at least to cover his daily expenses.





Problem Statement

E-Commerce - Local Survival

The platform should be based on his locality, as due to lockdown he couldn't travel to far away cities. The platform should give him an exposure to interact directly with the nearby customers and sell the vegetables according to the choice of the customers which they order as the customers couldn't go to him , so the system should be such that it devices both the farmer and customers to get the max out of it.

He should also be able to update the customers about the availability of vegetables with him on a daily basis.

Your task is to help them by developing a system that solves their problems and helps them to survive during such hard times.





Problem Statement

Travel - The safest journey

Seema is stuck at her hostel and due to the pandemic lockdown she is unable to go back to her house. There are various routes in front of her to go back to her home but she needs to decide one best route which depends upon various factors like how many active Covid-19 patients are reported in the cities of that route, or how the medical facilities are available in that path. She also needs to cover a few states and use various modes of transportation.





Problem Statement

Travel - The safest journey

The main concern for her now is to find the shortest and safest route possible to reach home.

So now you need to develop an application so that she gets to know about the various protocols in the area and also the various facilities and challenges that she has to face and help her in choosing the most suitable route.





Problem Statement

Healthcare - The Surviving Warrior

Rajesh has recently recovered from Covid-19 and came back home. When he tested positive he was clueless of what to do and where to go for better treatment. There is not any proper information about the covid centres in his locality or whether it has empty beds or not.

But he somehow managed to get admitted and when he was sick, he followed a number of precautions and safety measures which helped him to recover at the earliest.





Problem Statement

Healthcare - The Surviving Warrior

He wants to let people know about the correct measure to follow and avoid any kinda rumours so that the people recover soon and get some help so that they don't land in his situation.

So now you need to develop an application through which the people can self-monitor their situation, know about the various facilities, and also where they can share their experience with the needy. It should contain the information about the hospitals and the covid centres as well.

Also try to think out of the box and add other features in the app which are associated with a covid recovered person.





Rules & Regulations

General Rules -

The responsibility of the tools and platforms required for developing the prototype during the Hackathon lies solely on the participating teams.

The entire idea need not be fully implemented; however, the submission should be functional so that it can be reviewed by the judges.

The developers of the solution will have all rights and own the IP of the product. However, all code needs to be in the public domain (open source) so that it can be evaluated by the judges.

At least one of the team members must always be available during the event.

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 behaviour. Harassment and abuse are never tolerated



Rules & Regulations

General Rules -

The participants are allowed to use all the resources available on the internet, however, they are not allowed to copy the entire idea. If found, it will lead to immediate disqualification of the team.

Participants are advised to continually update their progress in their GitHub repository and avoid last minute submissions. The link to the Github repository needs to be shared with the organizers before the event starts.

Eligibility Criteria -

There can be minimum **2** members and maximum **4** members in a team

Individuals of a team must be of the same school/college and should be currently enrolled in a course there.



Rules & Regulations

Eligibility Criteria -

An **eligible individual** may join only **one team**. If a Team is entering the Hackathon, they must appoint and authorize one individual (the “Team Leader”) to represent, act, and enter a Submission, on their behalf. The Team Leader and each Team member who participates in the Challenge must meet the eligibility requirements above. By entering a Submission on the Site on behalf of a Team you represent and warrant that you are the Representative authorized to act on behalf of your Team



Solution Requirements:

Functionality: The Application code must function as depicted in the report and/or expressed in any other materials submitted in connection with the Hackathon.

New: Applications must be newly created by the Team during the Hackathon Submission Period.

Testing: The Team must make the Application available free of charge and without any restriction, for testing, evaluation and use by the organisers and judges during the Hackathon and until the Judging Period ends.

Team must make their Application available for testing by:

Including a link to the open source Application code on GitHub or BitBucket, etc.



Solution Requirements:

Innovation – The team must incorporate some novel ideas and innovations in their application.

New features or modifications can be suggested by the judges during the various mid judgings. The teams are required to implement and integrate those features and functionalities in their product.

Including a proper documentation containing a readme, the appropriate deployment files and testing instructions needed for testing your Application



Format For Idea Submission

This is the format all the teams have to follow while submitting their idea :

Problem Statement

Solution/Innovation

Value proposition/Application

Architecture

Data Flow/UML Diagram

Tech Stack

Further Work (Description of any other ideas or function that you want to integrate in further phases)



Schedule:

1. All the teams must submit their idea by 11:59pm of 23rd April 2021
2. Results of the qualified teams for the final round will be uploaded on the website by 11:59pm of 24th April 2021
3. The final round starts at 10:00 am on 26th April 2021
 - a. Mid Judging Round 1 will start at 3:00 pm of 26th April 2021 (which will be judging of your ideation)
 - b. Mid Judging Round 2 will start at 9:00 pm of 26th April 2021
 - c. Mid Judging Round 3 will start at 10:00 am of 27th April 2021
 - d. Development time finishes and final code needs to be submitted at 4:00 pm on 27th April 2021.
 - e. Final demo presentation before judges starts at 5:00 pm on 27th April 2021.
 - f. You are strongly encouraged to present a demo of what you have built. Pitches or ppt presentations are discouraged. You are judged on what you built.
4. The event shall proceed online through Google Meet



Judging Criteria :

1. Eligible Submissions will be evaluated by a panel of judges selected by the organisers. Judges may or may not be listed individually on the Hackathon Website, and may change before or during the Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the Organisers
2. Teams will be judged on these five criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project –
 - a. Technology: How technically impressive was the hack? Was the technical problem tackled by the team difficult? Did it use a particularly clever technique or multiple components? Did the technology involved make you go "Wow"?
 - b. Design – : Did the team put thought into the user experience? How well designed is the interface? For a website, this might be about how beautiful the CSS or graphics are?



Judging Criteria :

c. Usefulness of solution – How is your hack adding value to the world? What is the real life use and importance of the product? Is it affordable and practical to be used in the real world?

d. Completion – : Does the hack work? Did the team achieve everything they wanted?

e. Innovation Quotient – How is the solution different from other similar solutions available? What extra benefits does this solution provide?

3. These criteria will guide judges but ultimately judges are free to make decisions based on which projects are the most impressive and most deserving.



Organizers

4th Year

Ankit Srivastava – 9123421208

Tukan Dutta – 80115 68663

Manish Upadhyaya – 8723003017

3rd Year

Nabanita Bania – 9678211331

Ujjawal Jain – 8822918895

Sameer Shrivastava – 8602313604