

HACKATHON DO's (What You SHOULD Do)

1. AI & Tools Usage

- Use tools like ChatGPT, Perplexity, Bard, GitHub Copilot *only for assistance*.
- Use AI for brainstorming, debugging, documentation, presentations, code suggestions.
- Be ready to explain and acknowledge AI assistance if the Jury asks.

2. Ideation & Approval

- Start working **only after** the ideation phase begins.
- Clearly explain your idea to the Jury during ideation.
- If your idea is not feasible, accept the idea assigned by the Jury.
- Ask questions if you do not understand any part of the problem statement.

3. Ethical & Legal Conduct

- Follow ethical rules for Cybersecurity, AI, and Software Development.
- For cybersecurity projects, restrict work to **simulation only** (legal scenarios).
- Use only authorized datasets, APIs, tools, and libraries.
- Maintain honesty and transparency in development.

4. Development Process

- Work collaboratively with your team.
- Maintain **version control** or backup your code regularly.
- Keep your laptop, charger, and devices safe.
- Follow the timeline and be present for all evaluation rounds.
- Test your project thoroughly and prepare a working demo.

5. Coordination & Communication

- Listen carefully to coordinators, mentors, and Jury instructions.
- Visit the help desk for technical doubts or domain-related queries.
- Maintain discipline in workspaces and accommodation areas.

6. Presentation & Documentation

- Prepare a clear PPT with flow, architecture, and demo plan.
- Clearly mention each team member's contribution.
- Explain the use case, technical stack, implementation, and future scope.
- Be prepared to answer Jury questions confidently.

7. Time Management

- Plan your 24–36 hour development timeline properly.
- Set milestones (UI → Logic → Testing → PPT → Demo).
- Take short breaks to stay focused and avoid burnout.

HACKATHON DON'Ts (Strictly NOT Allowed)

1. Cybersecurity & Ethical Boundaries

- Do not engage in hacking, unauthorized scanning, penetration testing, or attacking real systems.
- Do not perform any unethical cybersecurity activities inside or outside the campus network.
- Do not bypass or manipulate campus Wi-Fi restrictions or security systems.

2. Originality & Plagiarism

- Do not download ready-made GitHub projects and present them as your own.
- Do not showcase someone else's UI/UX, design, or code as your project.
- Do not copy entire codebases without understanding or contributing to them.
- These causes dis-qualification

3. Project Execution Rules

- Do not start coding or building the project **before the ideation phase**.
- Do not change your idea after Jury approval without permission.
- Do not submit incomplete, incorrect, or improperly formatted files.
- Do not show fake outputs — the Jury may verify your code and logic.

4. Submission & Evaluation

- Do not miss your evaluation slot or be absent during Jury rounds.
- Do not exceed the allotted presentation time.
- Do not misrepresent your work, progress, or team contributions.

5. Behavior & Workspace Etiquette

- Do not argue with Jury members, mentors, or coordinators.
- Do not disturb other teams or create noise in the workspace.
- Do not tamper with equipment such as power sockets, chargers, LAN cables, or routers.
- Do not eat or spill liquids near laptops or electronic devices.