

Hackathon



Problem statements:

1. **Event Landing Page:** Create a landing page for a fictional event. Include event details, speakers, schedule, and a registration form. Design the page to be visually appealing and responsive.
2. **Online Learning Platform:** Develop a frontend for an online learning platform. Design course cards, a course detail page, and a user dashboard where participants can track their progress.
3. **E-commerce Store:** Build a frontend for an e-commerce store selling a specific type of product. Implement product listings, individual product pages, a shopping cart, and a checkout process.
4. **Travel Blog:** Design a frontend for a travel blog. Include sections for featured destinations, blog posts, and a contact form. Use images and layout to evoke a sense of wanderlust.
5. **Health and Fitness App:** Create a frontend for a health and fitness app. Design workout routines, progress tracking, and a user profile section where participants can set fitness goals.
6. **Recipe Sharing Platform:** Develop a frontend for a recipe-sharing platform. Include recipe cards, categories, search functionality, and individual recipe pages with instructions and images.
7. **Portfolio Showcase** Create a personal portfolio website for participants to showcase their work. Include sections for projects, skills, about me, and contact information.
8. **Music Streaming Platform:** Design a frontend for a music streaming platform. Create a homepage, artist pages, album listings, and a player that allows users to listen to music.

Example: cloning spotify ,gaama ,wynky etc only Ui need to be done

9. **News and Blogging Site:** Develop a frontend for a news and blogging website. Design article cards, individual articles, categories, and a search feature.
10. **Fitness Tracker App:** Build a frontend for a fitness tracking app. Design a dashboard to record workouts, track progress, and visualize fitness statistics over time.

Guidelines of hackathon:-

1.Code of Conduct and Collaboration Guidelines:

- Treat fellow participants, mentors, and organizers with respect and professionalism.
- Collaborate openly and share knowledge while working on projects.
- Avoid any form of plagiarism or copying of existing code.
- Do not engage in disruptive behavior or create a hostile environment.

Any violations of the code of conduct may result in disqualification.

2. Project Submission Guidelines:

- All projects should be created from scratch during the hackathon duration.
- Each team or participant can submit only one project.
- Projects must be built according to the provided problem statements.
- Submit the source code and any necessary assets via the designated platform.
- Include a brief project description, technologies used, and any setup instructions.

3. Time Management and Deadlines:

- The hackathon has a specific start and end time. All work must be completed within this timeframe.
- Plan your time wisely to ensure completion of the project by the submission deadline.
- Late submissions might not be considered for judging.

4. Judging Criteria and Evaluation:

- Projects will be evaluated based on creativity, functionality, user experience, and adherence to the problem statement.
- Use of relevant technologies, clean code, and effective design will be considered.
- Clearly present the features and functionality of your project during the presentation.

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