HACK-A-THON

Registration fees-Rs.400

Problem Statement (Will be given at the time of event)

A 12 hour event in which teams have to develop an app based on a given theme.

Rules

1. The event will be 12 hour long. Participation will be in teams.

2. `The teams will be given a theme on which they are supposed to develop an application, be it a web app, Android app, iOS app, Windows app or any native app.

3. There will be an exhibition of all the products developed and every team will get a chance to showcase their application in front of all the judges and the developers. Every team will get a maximum of 5 minutes to present their application in front of the judges. The judges will be asking questions about the application so developed.

1. The student should carry their laptops, power cords and their own net-cards/internet sources, the university and the event coordinators will not be responsible for connectivity and power issues.

2. If any team is found copying an application that has already been published, the team will be disqualified on the spot.

3. Rules are subject to change prior to the briefing session.

4. Decision of judges will be final.

Team Specification

A team may consist of a maximum of 4 participants. Students from different educational institutes can form a team.

<u>Certificate Policy</u>

Certificate of excellence will be awarded to the top 2 winners.

Certificates of Participation will be given to all the participants, but not to the teams which get disqualified due to disobeying any of the competition rules.