

Ignus'17

# API

App Development



## Contents

1. Introduction .....	3
2. Problem Statement .....	3
3. Event Rules and Specifications .....	3
3.1. Event Structure .....	3
3.2. Team Size .....	4
3.3. Eligibility .....	4
3.4. Rules .....	4
4. Judging Criterion .....	4
5. Contacts .....	5

## 1. Introduction

Every innovation is derived to achieve the ultimate goal of making life easier. People are gradually moving towards various smartphone platforms; so to make their life easier, mobile apps are developed. They are small programs that extend the functionality of a phone, and make it perform marvels. Using these small programs, you can power-up your phone to handle a variety of tasks which a phone without these tools wouldn't have been able to perform, ultimately giving you a better smartphone experience high utility.

## 2. Problem Statement

**Participants need to develop an app.**

The app can be web based or for the Windows Mobile Platform. Apps can be developed for any of the following categories:

- Business Tools: Accounting & Finance; HR, Legal & Logistics; Marketing & Analytics; Sales & CRM etc.
- Education: Academic Resources; Family; Foreign Languages; Teacher & Admission Tools etc.
- Entertainment: Books; Music & Radio; Online Video; Photos; TV; Movies etc.
- Games: Arcade & Action; Board & Card; Puzzle & Brain; Role Playing & Strategy; Sports Games; Virtual Worlds etc.
- Lifestyle: Astrology; Food & Health; Money; Religion; Shopping; Travel etc.
- News and Weather: News Reporting; Social News; Sports; Weather Forecasts etc.
- Productivity: Creative Tools; Developer Tools; Office Applications; Search and Browsing Tools; Task Management etc.
- Social and Communication: Blogging; Chat & IM; Email and Contacts; Phone and SMS; Social Networking etc.
- Utilities: Alarm Clocks; Bookmarks; Calculators; Dictionaries; Notepads etc.

Special weight will be given to participants who develop the app with a social cause in mind, like applications that can form an interface for connecting with doctors or police officers far away and can provide help at the time when somebody needs it.

## 3. Event Rules and Specifications

### 3.1. Event Structure

The apps will be judged based on their abstract and their user-interface, usability and innovation by an expert panel of judges. The winning app will be hosted in the Google Play Store. The competition will be performed in two rounds.

#### Round 1:

Please write an abstract and submit it by 20/02/2017 to [programming@iitj.ac.in](mailto:programming@iitj.ac.in) with the subject "API Abstract". The following points must be included and clearly highlighted in the abstract:

- Category of the app.
- Names of team members.
- Minimum Windows version required (for Windows Mobile apps).
- Description of the idea and the way of implementation.
- User friendliness of the app.
- Any other relevant or solution specific information.

The abstract should be formatted according to the guidelines below:

1. The abstract must be submitted in pdf format only.
2. The abstract must not exceed 6 pages in length.
3. Font: Verdana, Font size: 12px.

### Round 2:

In this round the qualified participants will need to give presentations about the app on the venue. A panel of judges will decide the winners upon the presentations. The presentation should be crisp clear within 15 minutes time. Try to make it more interactive.

## 3.2. Team Size

Maximum 3 participants are allowed in a team. Students from different colleges cannot form a team.

## 3.3. Eligibility

Any student from a recognized institute/college can participate in this event.

## 3.4. Rules

- Participants will be considered only after the timely submission of abstract, after which it will be decided upon by the jury whether to qualify them to the next round.
- The decision of the judges shall be final and binding on all the participants.
- The organizers reserve all rights to change any or all of the above rules. However, you are suggested to keep checking the website regularly.

## 4. Judging Criterion

- The total points will be the sum of the points of first round and second round.
- The team with greater points will be awarded superior rank.
- The top three teams will be granted certificates and prizes.
- All the participants will be awarded certificate of participation.
- All decisions taken by the organizing team will be deemed as final.

**Points Distribution:-**

**Round 1:** Points for the abstract = 30%

**Round 2:** Points for presentation = 70%

Bonus point will be awarded to the participants whose app addresses a social cause.

**5. Contacts**

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