<u>Pixel Wizard - Web Development Competition</u>

Problem Statement: Mentorship Platform for SLIET

Overview
Mentorship is a powerful tool for guiding students through their academic and career journeys. With SLIET's focus on nurturing talent, a mentorship platform can create new opportunities by connecting SLIET faculty members with students who need career advice, academic support, or skill-building guidance.

The goal of this challenge is to build a dedicated mentorship website for SLIET, where faculty members from our college act as mentors, offering their time to help students with academic and career-related queries. This platform will allow students to book one-on-one sessions with faculty mentors based on their availability, fostering smooth communication and personalized guidance within the SLIET community.

This initiative will strengthen student-faculty interactions, providing continuous support and enhancing the personal and professional growth of students at SLIET.

Project Requirements

1. **Automated Booking System**
   - **Mentor Availability:**
     - Faculty mentors will provide specific time slots for mentorship.
   - **Booking Status:**
     - Time slots that are already booked will be marked as "booked," while available slots can be selected for new bookings.
   - **Session Booking:**
     - Students can book sessions directly through the platform, and mentors will receive reminders about upcoming bookings.
2. **Faculty Profiles from the CS Department**
   - **Include profiles of Computer Science faculty mentors, detailing:**
     - Their experience and expertise
     - Areas of academic or career guidance they offer
     - Available time slots for mentorship

NOTE: Visit here for faculty details http://cs.sliet.ac.in/faculty-staff/

Expected Outcome

This mentorship platform will foster stronger connections between SLIET students and faculty members, offering personalized guidance to help students excel in their academic and career journeys. It will also provide an opportunity for faculty members to engage more actively with students, enhancing the learning experience at SLIET.

Technical Guidelines:

- Use **only HTML, CSS, and vanilla JavaScript** for development.
- External libraries, frameworks (e.g., React, Bootstrap), or backend services are **strictly prohibited** and will lead to disqualification.
- Ensure that the UI is responsive across devices (desktop, tablet, mobile).
- Copying code from external sources will result in immediate disqualification.

Submission Process:

GitHub Repository:

- Each team must create a **GitHub repository** named after their team name.
- Code must be **committed every 5 hours** to ensure originality.

Deployment:

- Once the project is complete, teams must **deploy the website on GitHub**.
- A **Google Form** will be shared on **October 19 at 12:00 PM**. Teams must submit:
    - The **live deployed website link**
    - The **GitHub repository link**

Scoring Criteria:

1. **UI/UX Design:**
    - Clean layout, usability, and responsiveness.
2. **Functionality:**
    - Proper implementation of required features (product listing, reviews, cart, etc.).
3. **Code Quality:**
    - Use of proper naming conventions, comments, and organization of code.
4. **Creativity:**

- Additional features or functionalities beyond the given requirements.