Hackathon Phase Split Up

1

PHASE 1

Participants have to choose a problem statement and submit an abstract , saying why they choose and that problem statement and their designated roles

2

PHASE 2

Phase 2 will be online for 3 hours and the whole problem statement will be broken down into 3 module and the first module will be assigned to the participants

3

PHASE 3

Phase 3 will be online for 6 hours and the second module will be assigned to the participants and elimination will occur here , filtering around 50 % of the participants to the offline venue

4

PHASE 4

Phase 4 will occur at the offline venue and the final module will be assigned to the participants , around 25 % of the participants will be eliminated here

5

PHASE 5

The final module has to be submitted and the whole project will be evaluated and prizes will be distributed

PHASE 1

01

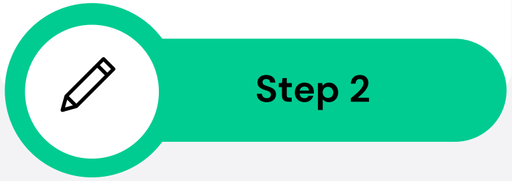
Participants have to submit an abstract mentioning why the choose that particular problem statement and the impact it has on society and how they plan to solve the problem with their designated roles

PHASE 2

Participants should submit an roadmap and entire plan of action for the project

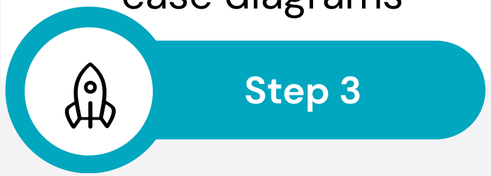
Step 1

Participants have to explain how their proposed solution is the most optimized



Step 2

Participants have to submit a technical presentation which consists of all use case diagrams



Step 3

Participants should also propose how their solution can be commercialized

Step 4

PHASE 3

01

50 % of the expected output should be shown to the panel

02

If the model is not submitted , the team will be disqualified

03

Cross verification of the model will be done from Panel Side

PHASE 4

A pitch deck should be made by the participants

Step 1

100% of the working model should be presented to the panel of Judges

Step 2

Elimination will take place according to the results

Step 3

PHASE 5

01

Both the front end and back end should be linked and submitted to a public GitHub Repository

Mark Split Up for Judging

1.Innovation

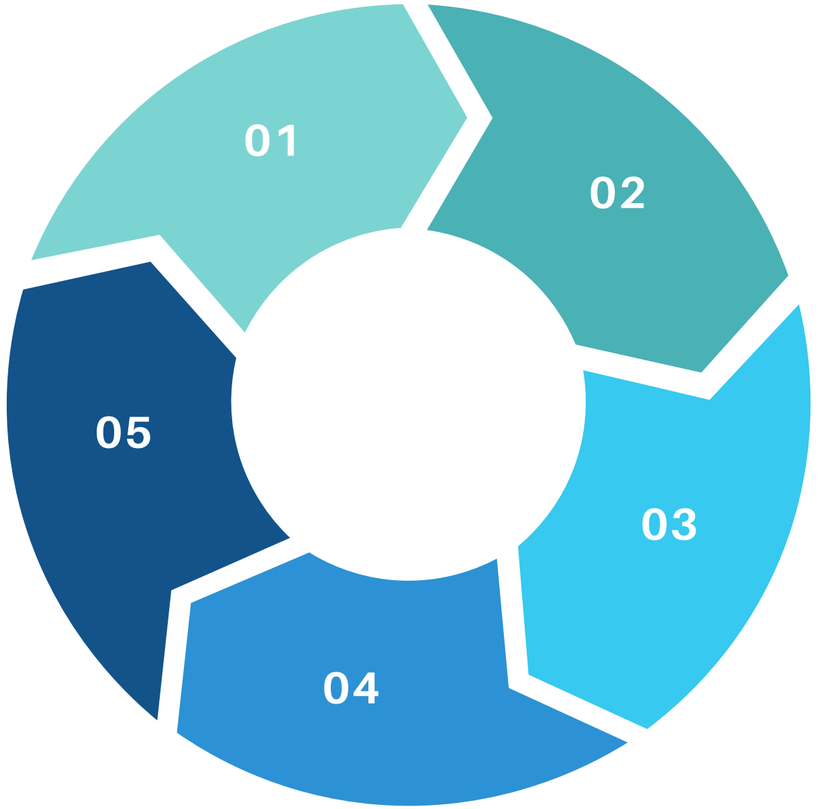
20 MARKS

2.Commercialization

20 MARKS

3.Quality and Design

20 MARKS



4. Social Value and Impact

20 MARKS

5.Highest Originality

20 MARKS