Hackanix

Rules and Regulations

1. Teams
   a. Should consist of 5 members
   b. Each team should include at least a girl and a school student
   c. Each of the members should have a valid proof-of-enrollment from their educational institutes with them for the duration of the competition and should be able to provide it to the officials, upon request. Failure to do so may result in that particular team member being deemed ineligible to take part. The following can be considered for identification documents:
      i. ID cards issued by the university/educational institute/school
      ii. Student record book
      iii. Recommendation letter issued by Head of the Department/Principal
2. Competition
   a. Format
      i. Duration will be 24 hours.
      ii. **All the teams will be given a common issue** to which they must come up with software solutions.
      iii. Teams are allowed to use any technology platform of their choice.
      iv. Teams can develop their applications for any platform (i.e: desktop, mobile, web, embedded). If you want, you can support multiple platforms as well.
      v. For testing purposes, we will be providing Windows phones. If you feel that you need any other device, please make sure to bring it with you, as we will not be able to provide any other device.
      vi. You are allowed to use any outside libraries, provided that you adhere to the licensing terms of the libraries you use.
      vii. You are allowed to use the internet. If using any code taken from the internet, it should be properly acknowledged and credits must be given to the developer of the original source. For most cases, putting a comment in the source code itself with a link to the original source would suffice. If the author of the original content has indicated a specific method of attributing his work, you should follow that particular format. **Please note that failure to adhere to this guideline will result in your team's disqualification from the competition.**
      viii. Please bring your own dongles if you wish to use the internet, in case there are any issues in providing wifi for the teams.
      ix. Each team will be assigned mentoring sessions. During the assigned time slot, the teams should present the progress of the development

and any other relevant details to the mentor. A portion of the final marks will be based on these mentoring sessions.

    x. Teams are not allowed to ask for or receive help from any outside party (outside party:- anyone **who is not** a team member, assigned mentor nor an official). **Use of outside help will result in your team's disqualification.**

    xi. Meals and refreshments will be provided for the competitors for the duration of the event.

  b. Presentation

    i. At the end of the 24 hours, the teams must present the product they developed, to a panel of judges comprising of lecturers and veterans from the industry.

    ii. For this, a presentation must be created and planned. Creation of the presentation should be done within the time allocated for the competition itself. **A separate time will not be given.**

    iii. Further details about what should be included in the presentation will be given at the beginning of the competition.

    iv. The duration of the presentation will be **5 minutes (maximum)**, followed by a **5 minutes(maximum)** Q&A session. Please note that time limit will be strictly enforced. Therefore, please make sure your presentations are well within the time limit of 5 minutes.

3. General rules

  a. **The decision of the judges will be final**

  b. Evaluation criteria will be given to all the teams at the beginning of the competition

  c. Disqualified teams will not be eligible to receive the certificate of participation or any other award.

  d. It is your responsibility to take care of your possessions. Hackanix organizing committee cannot be held liable for any loss of property.