

CodeFlow

"To Enrich and Execute"

Date: 12/09/20 (9:00AM) - 13/09/20 (5:00 PM)

Mode: Online/Virtual

Prizes: Winner - 1000/- INR Runner-Up - 500/- INR

Fee: There is **no fee** for this event. It is **open and free** to all students of IIITN.

Hackathon Details:

1. **Type:** This is a Software Hackathon. Your team will have to create only software(s).
2. **Rounds:** Only one round is there. Submission of the prototype should be before the allotted date and time.
3. **Problem Statements:** Will be announced on the day of the event through an online meeting. Meeting details will be shared later.

Eligibility:

1. Must be a student of IIITN (3rd and 5th semester students only).
2. Basic knowledge of Git and Github.
3. Must have knowledge of Web and App development.

Requirements:

1. Stable internet connection with a minimum internet speed of 300 kbps. Check your internet speed [here](#).
2. Software IDEs like Android Studio, VSCode or Sublime Text Editor to work on. To download Android Studio, click [here](#).
3. Github accounts of all team members. (If anybody doesn't have one, create one [here](#)).

Rules:

1. The event is **only** for the IIITN students. Any outside participant is **not allowed**.
2. The teams should be composed of 2-5 members. **No more than 5 members** are allowed in a team. Each team must have a **Single Point of Contact (SPOC)** to communicate with the Organising Team.
3. All team members must be present for the online meeting at the time of disclosing the problem statement.
4. The problem statements will be released on the first day of the event by 9:15 AM. You will have to submit your project on the second day till 5:00 PM.
5. Event is Virtual and Online hence your identity is required for identification Purposes.
6. All the design elements, code, software builds, etc- for your project must be created during the event. Third party tools and frameworks are allowed as your normal tooling. You may not begin the coding in advance as the problem statement will be released on the event day.
7. During the contest, the teams can use personal channels to communicate to each other.

8. Projects must involve writing significant software. It will be judged after the hackathon gets over.
9. The **decision** for the winners and runner-up will be made by the judges and they may talk to corresponding teams during the contests.
10. In case any discrepancy, sole decision of the Event Organising Team and the Judges will be valid.

Code of Conduct:

1. Please treat all other participants with the utmost respect. We ask you to act kindly, behave professionally, and do not insult or put down other participants. If at any point you see a fellow is getting harassed, feel free to contact the event organisers.
2. Please treat our sponsors, organizers, and judges with the utmost respect. Without them, nothing would be possible. Consider taking some time out of your work to go meet and speak with them. If they come over to talk to you, we ask that you give them a bit of your time. They're here for you! Show them you appreciate it.

*Failure to comply with the above-stated Rules and Code of Conduct may result in the offending **teams's disqualification**.*

Timing Chart:

