

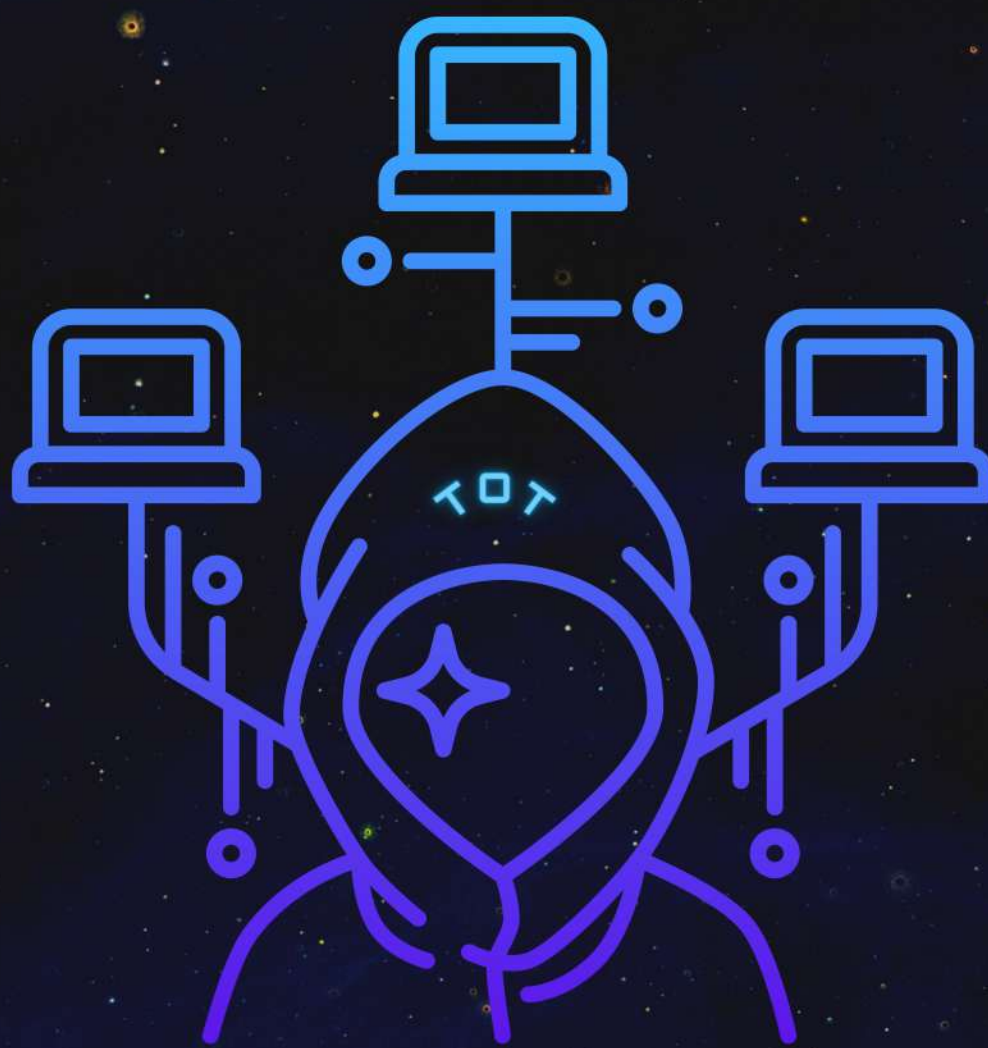
"Hackathons are where your crazy idea becomes Reality"

SAHRDAYA
COLLEGE OF ENGINEERING AND TECHNOLOGY

IN ASSOCIATION WITH

ACES

P R E S E N T S



TEK-O-THON

THINK.CODE.INNOVATE



GUIDELINES

- A TEAM SHOULD HAVE UPTO 2-5 MEMBERS
- EACH TEAM SHOULD BRING THEIR OWN LAPTOPS AND HARDWARES.
- TEAMS CAN GAIN ADVICE AND SUPPORT FROM ORGANIZERS, VOLUNTEERS, SPONSORS, AND OTHERS.
- ALL WORK ON A PROJECT SHOULD BE DONE DURING THE HACKATHON.
- TEAMS CAN USE AN IDEA THEY HAD BEFORE THE EVENT.
- ALL PARTICIPATING TEAMS SHOULD REPORT 15 MINS PRIOR TO THE STARTING TIME.
- TEAMS MUST STOP HACKING ONCE THE TIME IS UP. HOWEVER, TEAMS ARE ALLOWED TO DEBUG AND MAKE SMALL FIXES TO THEIR PROGRAMS AFTER TIME IS UP.



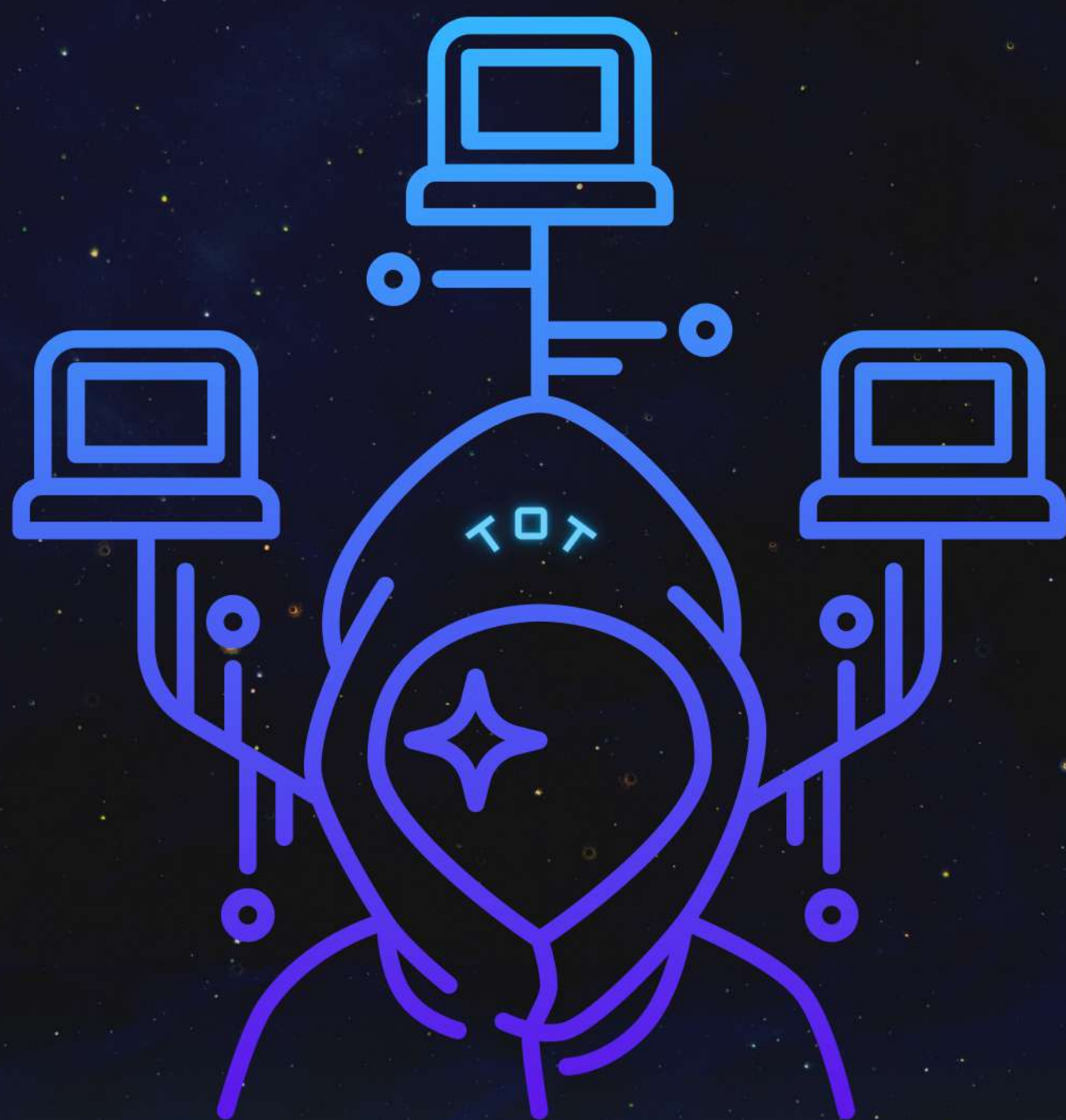
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THE HACK IS ON !!!

