Regina Engineering Competition 2025
Programming
Director: Amr Azouz
Introduction

The aim of this competition is to design a Minimum Viable Product (MVP). A Minimum Viable Product is a version of a product that permits maximized features with the least effort. The resulting product should be fully functional and ready for user testing.

Competition Details:

- Date: Nov 8th, 2025
- University of Regina Campus
- Breakfast & Social Activities: 8:00 AM - 9:00 AM
- Competition Time: 9:00 AM - 12:00 PM
- Lunch Break & Career Fair: 12:00PM - 1:00 PM
- Competition Time: 1:00 PM - 4:30 PM
- Presentations and Judge Deliberation: 4:30 - 5:30 PM
- Teams are 1- 4 people in size.

Safety Guidelines:

- Designate specific areas for eating and drinking to prevent spills on equipment.
- Keep the workspace clean and organized.
- Avoid downloading and using unverified applications

Problem Statement:

- University students often struggle to stay organized and manage their study time effectively across multiple classes, assignments, labs, midterms, appointments, etc. This can lead to missed deadlines, poor academic performance, and burnout.
- Your task is to design a minimum viable product (MVP) that helps students efficiently manage their academic life. The tool should be intuitive. There should be a **calendar** and a **dashboard**. Users should be **able to input tasks at specific dates and times.**

Bonus Ideas (Optional):

1. Since some students study late at night, a dark/light mode toggle helps reduce eye strain and improves comfort.
2. You can also add priority labels (e.g. High, Medium, Low) so that students would be able to sort tasks accordingly

Equipment:

- Computers will be provided at the Computer Lab.
- Workspace for 4 people will be provided as well.
- Competitors may bring in personal computers as well as any physical writing material (notebooks, papers, etc.)

Rules and Regulations:

- The use of AI is permissible; however, you need to specify where it was used. -
- The use of external code such as Stack overflow is permissible; however, proper citation is mandatory.
- All team members must contribute to the final product. Judges may ask questions to verify contributions.
- Each team's presentation must not exceed 15 minutes. Time penalties may apply if exceeded.
- All coding must be completed during the official competition hours. No work may be done outside of allocated time.
- All code must be submitted via GitHub with proper documentation and commit history before the deadline.

Deliverables:

- A usable program (make sure to also include the code on GitHub)
- A user guide on how to operate the program
- A presentation (PowerPoint) that is ten minutes long which may include
  1. Introduction
  2. Methodology
  3. Features
  4. Issues encountered
- * Please note that these are the suggested requirements for the presentation. Additional information is beneficial to ensure a better score.

Judging Criteria:

- Program/GUI - /35
- Presentation - /30
- Problem-Solving - /35
- Total - /100
- Penalty if rules are compromised -20

Scoring and Evaluation:

Programming /GUI (35 TOTAL)	Presentation (30 TOTAL)	Problem Solving (35 TOTAL)	Penalties	Comments:
				TOTAL: /100

Most important components

- **Calendar to see important deadlines**
- **Main dashboard**
    - **Task list**
        - **Approximation of effort**
        - **Due date**
        - **Weightage**
    - **Task insertion**
    - **Syllabus insertion**
- **Tab system**
    - **Opens up on dashboard**
    - **Calendar Tab**

Additional Features

- **Accessibility?**
- **Bonus: Schedule filter – change between school and work schedule etc.**

How we want the user to feel

- **Already overwhelmed, so we want the page to be welcoming and easy to use**
- **Should not take much energy to learn how to navigate the application**
- **Minimalistic design to lower stress**