



12/07/2023

App Development Festival 2023

App Development: Stages and Timelines

Submission Round (via Unstop)

Each team must create a mobile application with a functioning frontend and backend strictly during the event using non-proprietary frameworks/ libraries which closely follow the given problem statement and theme should be submitted before development.

Start Date 1 August 2023, 11:59 PM IST

End Date 20 October 2023, 11:59 PM IST

All that you need to know about App Development

Introduction:

- The App development event is being conducted by Department of Computer Science and Engineering, VCET Madurai. This three-day technical event will focus on developing original and cutting-edge mobile applications and seamless interaction with the business world's twist.
- This competition is a fantastic chance for students to mix artistic expression with technology, acquire confidence, and triumph over other participants in the app design race. Participating in this event will help you to please grumpy clients and unlock the creative developer within you.

Structure:

- This event is an online event with proper judging criteria and starts from 20 October 2023 (Wednesday) and is three days long.
- All submissions must be made online and must follow the necessary standards, which will be specified alongside the problem statement.
- There will be offline presentations during the fest dates where every team which has made a submission will present their working application and its features in front of a panel of judges.
- The winners will be revealed about two days after the presentations are over.

Rules and Regulations:

- Teams should strictly not use any proprietary software in their code.
- All APIs/ SDKs/ Libraries/ Frameworks used while developing your project should be open-source.
- Each team can submit only one entry for the event. Participation in the event is subjected to a “per-team” basis, i.e., one person is not allowed to be part of more than one team.
- Any intellectual property developed during and within the scope of the hackathon must be open-source and licensed under one of the licenses referenced in Open Source Licenses & Standards.
- Teams are required to give an interactive demonstration of the project in front of a panel of judges, who may ask questions specific to either the implementation or usability of your project.
- Teams can have a maximum of 4 members.
- All decisions taken by the organizers and judges will be final and binding.
- In case of a tie at any prize-winning position, team entry gets the least priority.
- In between two teams, the team submitting early gets the position ahead.
- Use of pre-made templates or code written before the event is strictly prohibited. Use of small blocks of code (that can be found on the internet) to implement specific functionality is permitted (cite them appropriately in the README.md file).
- Any commits made after the deadline will be ignored.
- Any team found to be cheating, interfering with another team, or the competition in any form will be punished with severe point deductions and/ or immediate disqualification.

Note:

- Your first commit should be an empty file with Hello World in any language, which will be further used in development.
- All further commits will be closely monitored. Any submission with irregularities in commit history will lead to disqualification.

Contact the organizers

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