PROCOM.NET'16

Computer Science Competitions Rules and Regulations

This booklet provides a complete overview of what the competitions are about, flow of the competitions, rules and regulations, how you will be judged and more… kindly read the information provided to have a complete understanding of the event.

Contents

General Rules for Competitions

These Rules are applicable to all the competitions. Some competitions have exceptions to some of these rules mentioned in their competition rules.

1. Participants are not allowed to bring any machine-readable version of programs or data, laptop/palmtop computer, USB or any other device that can communicate with computer.
2. Kindly bring appropriate pin converters for your chargers.
3. Usage of any sort of electronic gadget is prohibited.
4. All participants have to come at least half hour before the inception of competition.
5. Students won't be entertained after the given reporting time.
6. Only Intra-team communication will be allowed, and the communication should be such that it does not disturb other groups in the competition.
7. Students may not converse at any time in the course of the contest with anyone but the organizing team.
8. Organizing team reserves the rights to disqualify any team for violating any of the competition or general rules.
9. Candidates must check their computer (Mouse, Keyboard) before starting the competition.
10. Late comers will not be given extra time.
11. Current university, college or institution card is necessary.
12. Only registered candidates will be allowed.
13. Keep saving your task during competition. No extra time will be provided in case of light off or PC shutdown by any reason.
14. Participants should agree to judge's decision and decision of the judges will be final.
15. Organizing Committee can change the rules if required but will inform before the competition starts.
16. Use of Mobile phones, pagers, or any other communication device during competition is strictly prohibited.
17. Students alleged of cheating, in the judge's estimation, will be disqualified.
18. No participant will be allowed to leave the venue during competition.
19. Organizer and Administrator reserve the right, in their sole discretion, to cancel, suspend, and/or modify any competition, or any part of it, in the event of a technical failure, fraud, or any other factor or event that was not anticipated or is not within their control.

Speed Programing Competition

Programming is a logic based activity exhibiting the skill of learning, creating and coding. So are you ready to reveal on your power of building up logics in quick span of time? Speed programming is the essence of PROCOM.NET which acknowledges the "King of Programing". Participants will be required to solve toughest problems requiring programming solutions and finest creativity skills in a limited time of span.

Rounds [Tentative]

There will be two qualifying and one final round only the qualified team will be allowed to appear in the next round. Participants will be provided with programming problems which they will be required to code using the languages and IDEs mentioned in the rules, in the given time.

First and Second Qualifying Rounds:
> Time limit: Two hours.
> Difficulty level: Moderate.

Final Round:
> Time Limit: Two hours.
> Difficulty Level: Hard.

Winning Criteria

1. Team with the highest score (Maximum correct solutions to the problems) will be considered as the winner.
2. If multiple groups score equal points, then the group that submitted its answers at the earliest would be given priority.

Rules and Regulations

1. Minimum 2 and maximum 3 members are allowed in each team and it will be a 2-days competition.
2. The Problem submission will be through PC^2.
3. Clarification to any problems can be obtained using PC^2. None of the room managers will be responsible for the problems/confusion in problem set given.
4. You are allowed to use languages for programing from: C, C++, C#, .NET, Java.
5. IDEs which will be provided are:
   - Bloodshed Dev C++
   - Visual Studio 2008 or 2010
   - NetBeans 6.8 or 7.2
   - Eclipse
   - Code Blocks
6. Make Console based projects using above mentioned IDEs.
7. The Solution will be judged by multiple input files and execution time.
8. Necessary gadgets for the competition will be provided by the organizing team.
9. There will be no sort of negative marking in the competition.

Resources provided

All the basic stationary (rough sheet, pencil, pen) and one computer per team will be provided for programing.

Database Design Competition

The Database design competition is the backbone of PROCOM.NET. In this competition, you have to prove your programming and management skills by making a design of database, solve SQL queries and answer some MCQs. But do not forget to keep an eye on the time because it stops for none.

Rounds [Tentative]
Round 1: [1.5 hours]
ERD and MCQs - Team will have to design an ERD diagram and solve some MCQs in this round.

Round 2: [1.5 hours]
Second round will be Computer based SQL Queries competition – Team will have to solve SQL queries based on a database schema provided by the organizing committee.

Winning Criteria
1. Team with the highest score (Maximum correct solutions to the problems) will be considered as the winner.
2. If multiple groups score equal points, then the group that submitted its answers at the earliest would be given priority.

Rules and Regulations
1. Minimum 2 and maximum 3 members are allowed in each team and it will be a 2-days competition.
2. There will be three section (MCQ'S, ERD Modeling, Query writing)
3. 50 marks are allocated for the ER modeling section, 50 marks for SQL Query writing section, and 35 marks for MCQs Questions.
4. If multiple groups give correct answers, then the group which submitted its answers at the earliest will be given priority.
5. The task would be told to all the participants 20 minutes before the competition starts.
6. There will be no sort of negative marking in the competition.

Resources provided
All the basic stationary (rough sheet, pencil, pen), one computer per team, and power supply. will be provided for the competition.

Project Exhibition

Showcase your FYPs! Project Exhibition is the chance for those who want to work on software and hardware both simultaneously and to prove themselves as a team of professional Software developers. Project exhibition provides the platform for the tech participants to come forward and prove their abilities in software, web application, mobile application and game development. Project Exhibition is a very prestigious part of PROCOM.NET. The competition provides an opportunity to upcoming developers to exhibit their creations and get evaluated by highly skilled and competent professionals from I.T. industry. Developers will go head to head with each other in competing for the coveted prize. We will be testing your ideas, programming, aesthetical, and development skills of the Project. All participants are appreciated.

Winning Criteria

1. Working Project
2. Novelty of design and idea
3. Practical Aspects
4. Aesthetics of the Project
4. Knowledge
5. Presentation
6. Project report

Rules and Regulations

1. All the tasks have to be completed in a given time before the evaluation of judges.
2. Minimum 2 and maximum 4 members are allowed in each team and it will be a 2-days competition
3. Any project related gadgets like software, computers will not be provided. Bring your own resources to showcase your project.
4. Projects must have a showcasing documentation (poster, block diagrams etc.)
5. The projects will be on display for general public. The participants are required to be present with the project to demonstrate it at all times.
6. Participants must inform the Project Exhibition Management Team about any hardware or software they bring along with them, in order to deal with Security department properly.
7. A panel of judges will evaluate each project during the event. Participants are required to be present at the time of evaluation of their projects by the panel of internal and external judges.
8. Different judges will visit projects at different times.
9. Winners and runner ups will be decided by combining the results of internal and external judges.
10. Teams will be served on Registration basis.
11. All members of a group must be students of the same institute.
12. Each member of a group must fulfill the eligibility criteria.
13. If a team does not appear on any day of competition it will be disqualified
14. Participants are required to submit a certificate/letter from their Head of Institute/ Organization about the software being an individual/group effort.
15. Any type of ill behavior will result in immediate disqualification.
16. The contestants shall not leave their seats without prior consent from the authorities, nor talk to any irrelevant person.
17. If any project is found to be a replica of another project, the act shall be considered cheating and judges can disqualify participants and the entry fee shall be forfeited.
18. Only selected projects will be exhibited. Participants will not be allowed to display anything other than the selected projects.
19. In all matters regarding competition, decision of the organizing committee and the judges will be considered final and binding on all participants.
20. The decision of the panel shall be final therefore; no participant or team can challenge the decision.

Resources provided

Power supplies, extension boards and tables for displaying projects will be provided. If any team needs anything else or have any special requirements, they are encouraged to bring it along. In case they require assistance from PROCOM Team then they should contact Participant Relations and get in touch with the competition head.

Mobile Application Development Competition

Smartphones are rapidly ascending to certainly acquire an international place in Pakistan. Procom.Net 2016 guarantees of providing smartphone developers a thriving and sensational environment for competition, where all developers get to have a golden opportunity of recognizing their real potential. Participants will be given the challenge to develop a small application for any development environment within limited time constraint.

Different groups and individuals from renowned institutes will come to face each other on one platform through this event. Competing in such an intensive environment will not only provide a productive experience to learn but will also help in realizing and analyzing your shortcomings and advantageous qualities taking you one step ahead towards the success of professional life.

Sign up and experience the battle of challenge in this absolute empowering environment.

Rounds [Tentative]
There will be only 1 round in Mobile Application Development competition:

Round 1: [3 hours]
Participants have to develop a Mobile application based on a scenario using the languages and frameworks provided by the organizing team. Teams can develop applications in Android, iOS and Widows platform.

Judging Criteria
1. Adherence to programing standards.
2. Cleanliness of the code.
3. Effective use of multimedia content (images, audio, animation, etc.)
4. Aesthetics and design of the application.
5. App must be 70% complete. Otherwise will not be considered for the judgement.

Rules and Regulations
1. Minimum 2 and maximum 3 members are allowed in each team and it will be a 1-day competition.
2. The participants are allowed to develop the application in windows, android or iOS platforms.
3. The solutions of participants will be judged at the end of the round.
4. Grading will depend on the amount of implemented features.
5. Any assessment by the judges is final and cannot be challenged.
6. Briefing on the task will be done 15 minutes before the competition starts.
7. Each team will be assigned a single workstation (PC).
8. Participant must submit complete application code files along with the image file (PNG, JPEG, BMP etc.).
9. For those who will be developing their application on Windows and iOS platform, kindly bring your own laptops as we will only provide you the resources for Android development i.e. Eclipse, Android Studio.
10. Internet will be provided to the participants during the competition only to download and use resources such as images, audio etc.
11. Teams cannot reuse code from the Internet or any other source.
12. Decisions by the judges will be final and cannot be challenged.
13. Organizing team reserves all rights to disqualify any team for violating any rules.

Resource provided
All the basic stationary (rough sheet, pencil, pen), one computer per team and power supply.

Speed Web Development Competition

The Web Development Competition is about honoring excellence in the web profession. The Web Design Contest is also about empowering creative, technically proficient & future business-savvy web professionals.

Participate as an individual, or as a team, but when it comes to Web Development, there is no challenging competition better than PROCOM.NET. Multiple teams from renowned institutes participate to test their web development skills and discover and learn about the recent developments in the field. Competing with tough and challenging opponents will help you analyze your weaknesses and strengths in depth.

Participants will be required to design and implement their respective website with the required features and functions in a limited time period.

Rounds [Tentative]

There will be only 1 round in speed web development competition:

Round 1: [3 hours]

Participants have to develop a website with complete front and back-end using the languages and frameworks provided by the organizing team.

Judging Criteria

1. Aesthetics.
    *   Consistent look and feel.
    *   Readability.
    *   Minimalist design (avoid extraneous information).
2. Design/Development.
    *   Adherence to HTML standards.
    *   Effective navigation and working links.
    *   Effective use of multimedia content (images, audio, video, animation, etc.)
    *   Browser compatibility.
3. Usability and accessibility.
    *   Minimize user's memory load.
    *   Minimize required user actions.
    *   Progressive exposition of levels of detail.
    *   Effective user guidance (help and error messages).
4. A presentation (3-5 minutes) of the website to the judges.

Rules and Regulations

1. Minimum 2 and maximum 3 members are allowed in each team and it will be a 2-days competition.
2. The task will be briefed to all the participants, 20 minutes before the competition starts.
3. Duration of the event is 3 Hours.
4. Basic software like WAMP server, Adobe Photoshop, Notepad++, Sublime and Dreamweaver will be available to the participants.
5. Each team will be assigned a single workstation (PC).
6. Participant must submit complete application code files along with the image file (PNG, JPEG, BMP etc.).
7. Teams cannot use templates and cascading style sheets that were built by the team before the competition.
8. Teams cannot reuse code from the Internet or any other source.
9. Internet will be provided to the participants during the competition to download and use resources such as images, fonts, etc.
10. Teams cannot view score sheets that are used for judging the websites

11. Decisions by the judges will be final and cannot be confronted.

Resource provided
All the basic stationary (rough sheet, pencil, pen) and one computer per team, etc. will be provided for the competition.

UI/UX Competition

Every object that you use in daily life was designed and given meticulous thinking behind its form. Not just sleek tech gadgets like smartphones and laptops, but even the most ordinary thing like the cup you drink coffee from, the hammer and screwdriver in your toolbox, even the nails and screws used with the hammer and screwdriver: every last one had to be carefully, thoughtfully designed by someone who took their job seriously.

The same is true for software. These days, interface and design of software is often known as User Experience because the goal of such design work is to support the user in having a positive and productive experience with the software. Often User Experience is abbreviated to UX and UX Designers are important members of software teams.

Are you a great designer? And do you want a competitive platform to prove your qualities? PROCOM.NET delivers you just such an opportunity to enroll yourself in a UI/UX Design Competition in which you will design a digital poster of a website or mobile application in a limited time frame.

Rounds [Tentative]
There will be only 1 round in UI/UX competition:

Round 1: [3 hours]
Participants will have to develop a design for a website or mobile application for a scenario provided by the organizing team.

Winning Criteria
1. Aesthetics.
   - Consistent look and feel.
   - Minimalist design (avoid extraneous information).
2. Design.
   - Effective use of multimedia content (images, audio, video, animation, etc.)

Rules and Regulations
1. Minimum 1 and maximum 2 members are allowed in each team and it will be a 2-days competition.
2. Internet will not be allowed.
3. Each team will be assigned a single workstation (PC).
4. You will be provided two software, Adobe Photoshop and Adobe Illustrator to design.
5. Participant must submit all the PSD/AI files along with the image file (PNG, JPEG, BMP etc.).
6. Judgment will be final and cannot be revoked.
7. Judgment will be based on the application flow and creativity.
8. UI/UX team reserves all the rights to disqualify any team for violating any of the rules.

Resource provided
All the basic stationary (rough sheet, pencil, pen), one computer per team, power supply, designing software Photoshop and Adobe Illustrator. will be provided for designing.

Code In The Dark

We don't grow when things are easy; we grow when we face challenges.

This is the motive pertaining within the minds of Procom developers this year. Happening for the first time in history of Procom.net, participants enrolled for Web designing competition will be revealing up their expertise with the fact of no preview of the code. Code in the Dark is a front-end (HTML, CSS) competition, where each contestant will get an opportunity to implement a website design by being catered with just a screenshot in order to attain an idea of what design we expect from them. The peak point of this challenge is that no previews of the results are allowed during the implementation, and no measuring tools can be used. Participant who will be able to get hold on this challenge successfully will be awarded as winner by the audience.

Rounds [Tentative]

Rounds of Code in the Dark competition will be decided on the basis of registrations.

Rounds: [45 Minutes]

Participants will have to develop a front-end of a website using Html/CSS without previewing what they have coded during the competition. The screenshot for the website will be provided by the organizers.

Winning Criteria

Website that will be closest to the preview will be considered as a winner. Aesthetics, design and appearance of the website will be considered as the key factors for the evaluation. Votes will be given by the audience. Participant with the highest vote will be considered as the winner.

Rules and Regulations

1. Each contestant will be accommodated with a bundle of editors which includes a screenshot of the page which is required to be implemented with HTML/CSS and any additional assets which the participant might require.
2. Participant must submit all the html/CSS code files along with the image files (PNG, JPEG, BMP etc.).
3. A Basic Code in the Dark editor will be available to the participants for coding.
4. No iframes, frameworks, snippets or any other assets existing outside the premises of the ones listed in the instructions are allowed. The site should be developed from scratch during the competition.
5. The contestant should have the editor in full screen mode, and will not be allowed to exit out of it or use any measurement tools.
6. Preview of the results are strictly forbidden until the time is over.
7. Once the 45-minute timer rings, each contestant is required to present their result to the audience, who will then vote on the best design to decide the winner.
8. Screenshot will be given to give an idea to each participant that what needs to be constructed.
9. Audience will act as judges. They will put a chit on screen and the participant having highest numbers of chits will be declared as winner. External judges and sponsors can also judge your front-end.
10. No preview available for participant before time out.
11. The task will be declared to all the participants 5 minutes before the competition starts.
12. This is a solo competition.

Resource provided

All the basic stationary (rough sheet, pencil, pen), one computer per team, power supply.

Game Play Designing Competition

We are shifting into an enjoyment-based economy. And who knows more about making enjoyment than game developers?

Daily life routine problems remain one of the most vexing and complex issues of all time. So who better to tackle this issue than the gaming community who are known for their creativity and collaborative problem solving skills? PROCOM.NET brings you a new designing competition which is inviting on innovators to rescue the world in real life by inspiring creative solutions and novel approaches that foster greater understanding of problems and its related issues and challenges.

The challenge invites everyone to conceptualize a game that will engage and educate players about the dynamics of daily life problems. No prior experience or subject matters only expertise is the essential requirement. You supply the idea and design of the game play, and we'll evaluate how competitive you are in demonstrating game designing.

Rounds [Tentative]

Number of rounds in Game Play Designing competition will be decided on the basis of registration.

1st Day: Theme/Basic Idea

At the start of the competition teams will be equipped with the problem to be solved by gaming. At the end of the day participants will have to submit their basic idea and theme of the game. Idea can be submitted through an interactive presentation or by any other means.

2nd Day: Designing/Pitching [3 hours]

In this round team will be provided 3 hours to develop their game design using tools provided by the organizing team or participants can also use their own computers and software.

At the end of this round teams have to pitch their idea and design of game to the jury for evaluation.

Judging Criteria

Each submitted game project will be reviewed by academic and/or professional experts in game design and development. Nominees and award winners will be selected based on the following criteria:

- Quality and Aesthetics.
- Originality of the idea/design
- Positioning and articulation of the game's contribution (determined through Extended Abstract, short game play video, and if available, playable game)

Pitch [3-5 minutes]: Teams should prepare for a brief pitch to present the game to jury and visitors. Additionally, we suggest you to make attractive prototype of the game to be displayed to visitors.

Rules and Regulations

1. Minimum 1 and maximum 3 members are allowed in each team and it will be a 2-day competition.
2. Idea/ design of game has to be new and unique.
3. Intra-Team communication will be allowed.
4. Infrastructure and equipment that will be provided by the organizers are: Unity 3D, Adobe Photoshop, Adobe Illustrator, tools for making presentation like PowerPoint.
5. To develop a video or design the environment of game, Cinema 4D Studio, Movavi Video Editor, LightRoom, Sony Vegas, EasyToon, Blender and Adobe Flash will be provided.
6. If any team needs anything else or have any special requirements, they are encouraged to bring it along. In case they require assistance from PROCOM Team then they should contact Participant Relations and get in touch with the competition head.
7. Teams can bring their own technical gadgets like laptop, internet devices etc.

8. Paper prototypes or non-digital game designs are not acceptable.
9. Flexibility in terms of game specifications.
10. A running demonstration or a functioning game. This implies that reviewers, jury members and attendees are able to play the game or at least be a part of the game in order to have a meaningful game play experience.
11. Participants have to submit their idea/game play design for categories such as: health, learning games, journalistic games etc.

Resources provided

All the basic stationary (rough sheet, pencil, pen), software mentioned above and one PC for each team.

Speed Debugging Competition
"When debugging, novices insert corrective code; experts remove defective code."

Programming fanatics, here we present a golden opportunity to exhibit your aptitude! This call is for all those programmers whose skills have surpassed the "Hello World!" phrase and for all those who have learnt to fight against the deadly demons termed as "BUGS". It is for all those who have banged their head at least once while finding out the bugs that kept them haunting for several hours or days.

So do you have the dexterity and efficiency of rectifying the errors in code? And do you possess the capability of eradicating the ambiguities from it? Do you hold the ignition of showcasing your debugging skills along with the coding skills? If you believe that yes you can, then grab this moment as this is the right time and place for you to do so.

In this competition, teams will be given some piece of code withholding some errors in it and the participants have to debug it in limited time range. The team who can correct large numbers of error will be declared winner

Present the world that you are no less than others!

Rounds [Tentative]
There will be two rounds in Speed Debugging Competition:

Round 1: [1 hour]
Participants will be equipped with 40 objective type questions of moderate difficulty. Which they will be required to solve in the given time.
Top "n" participants will be allowed to appear in the 2nd round.
Value of n is subjected to registrations we get.

Round 2: [2 hours]
Teams will be provided with C, C++, Java programs with some syntactical and logical errors and participants will be expected to identify and rectify the bugs. Also provide the target output after correction of all the bugs.

Winning Criteria
On providing correct answer for each question a team will get 5 points. Team with the highest score at the end will be considered as the winner.

Rules and Regulations
1. Each team can have at least one or at most three members.
2. This competition comprises of two rounds. Only the qualified teams will be allowed to sit in the next round.
3. If multiple groups score equal points, then the group who submitted its answers at the earliest would be given priority.
4. Opening console for checking error is strictly prohibited. Any team doing so will be disqualified immediately.
5. Necessary gadgets for the competition will be provided by the organizing team.
6. Team have to debug a code written in Java, C, C++.
7. Compilers which will be accepted are: Turbo C, Bloodshed-Dev C++, Eclipse, NetBeans and Code Blocks.
8. There will be no sort of negative marking in the competition.

Resources provided
All the basic stationary (rough sheet, pencil, pen), one computer per team, power supply.

Hackathon

Attention Programming Innovators, Students, Entrepreneurs and Citizens - If you possess an idea to help solve problems of really important daily life issues, then PROCOM.NET is the place where you should present yourselves!

Hackathon is an event in which computer programmers and individuals involved in software development including graphic designers, interface designers and project managers collaborate intensively on software projects. Avail the chance to Win Attractive Prizes, work with experts and mentors, and earn an opportunity of a lifetime to evolve your idea into reality.

Present in your creativity to build solutions for one of the problem statements in areas like Law & Security, Education, Health, Transport, Art, Culture etc.

Rounds [Tentative]

Hackathon will comprise of two days. There will be no evaluation or judgement on 1st day of PROCOM, participants can work on their idea, brainstorm and develop the application. Participants will be allowed to work all nigh if they want.

On 2nd day of PROCOM participants have to pitch their ideas with working prototypes in front of judges.

Judging Criteria

1. The Judges will score eligible Submissions using the following four criteria (the "Judging Criteria"):
   - Originality (includes creativity and uniqueness of the idea);
   - Design (includes the extent to which the Application is polished, visually appealing, and usable by its intended users);
   - Effective Use of Technology (includes the extent to which the Application effectively utilizes provided APIs and tools);
   - Utility and Impact (includes the uniqueness of the integration and the extent to which the Application impacts its intended users).
   - Completion of the Application.

Rules and Regulations

1. To ensure a level field for all contestants, all code, design, art, and assets must be constructed during the duration of the Hackathon. We want to ensure that all participants start off on the same footing and we also want to preserve the true nature of a hackathon. You are, however, free to make plans and brainstorm prior to the event. The only exception to this rule would include material that is freely available to the public.
2. If your team qualifies for prizes, the team will be subject to a code review to verify that there was no foul play.
3. The exception to the above rule is that you are encouraged to use 3rd party services, APIs, open source projects, libraries, and frameworks. Let's face it, we need all the help we can get during the hectic event. There's no need to break DRY rules when there is an availability of great resources to all Hackers.
4. You will be pitching in your idea to judges and other attendees after the non-explicit content. You will present your idea to an audience who is explicitly prepared to experience your presentation in a safe and/or designated area.
5. Each individual must be a member of only one team. Teams, can have from 3 to 4 members. All team members must meet their respective eligibility criteria.
6. Application Requirements:

- What to Create: Participants must create a working software prototype (an "Application") during the Hackathon Period. The Application must be submitted for judging prior to the end of the Hackathon Period.
- Functionality: The Application must be hold the capability of being successfully installed and running consistently on the platform for which it is intended, and must function as expressed and described.
- Platforms: A submitted Application must run on at least one of the following:
  - Android device (such as a smartphone, tablet etc.)
  - iOS device (such as a smartphone, tablet, etc.)
  - Windows Phone device (such as a smartphone, tablet, etc.)
  - Web or mobile web
  - Windows desktop computer
  - Mac desktop computer
  - Other hardware that includes a software component created by the Participant (including, but not exclusive to, wearable technology, open source hardware, etc.)
- New & Existing: Applications must be newly created by the Participant during the Hackathon Period.
- Testing: The Participant must develop the Application available free of charge and without any restriction, for testing, evaluation and use by the Organizer, Administrator, and Judges during the Hackathon Period and until the Judging Period ends. If the Application includes software that runs on proprietary or third party hardware that is not widely available to the public, including software running on devices or wearable technology other than smartphones, tablets, or desktop computers, the Organizer and/or Administrator reserve the right, at their sole discretion, to require the Participant to provide physical access to the Application hardware upon request.
- SDKs, APIs, & Data: Applications may integrate SDKs, APIs and data, provided the Participant is authorized to use them.
- Intellectual Property: Your Submission must: (a) be your (or your team's) original work product; (b) be solely owned by you, your team with no other person or entity having any right or interest in it; and (c) not violate the intellectual property rights or other rights including but not limited to copyright, trademark, patent, contract, and/or privacy rights, of any other person or entity.
7. An Application must not have been developed, or derived from an Application developed, with financial or preferential support from the Organizer or Administrator. The Organizer, at its sole discretion, may disqualify an Application, if awarding a prize to the Application would create a real or apparent conflict of interest.
8. Presentation Requirements:
   - Presentation slide deck: The presentation slide deck (e.g., produced using PowerPoint, Keynote, Prezi etc.) should include the team name, year in school (if applicable), and school or organizational affiliation of all team members. The presentation should explain the features, functionality, and benefits of your Application. Other Submission materials may be viewed by the Organizer, Administrator, and Judges for screening and evaluation.
9. Eligible Submissions will be evaluated by a panel of judges selected by the Organizers. Judges may be external professionals, and may change before or during the Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the Organizers.
10. Judges are not required to test Applications and may choose to judge based solely on team presentations and Application demonstrations given to Judges during the Judging Period.
11. Tie Breaker: If two or more Submissions are tied, the tied Submission with the highest score in the first applicable criterion listed above will be considered the higher scoring Submission. In the event any ties remain, this process will be repeated, as needed, by comparing the tied Submissions' scores on the next applicable criterion. If two or more submissions are tied on all applicable criteria, the panel of Judges will vote on the tied submissions.

12. If any team needs anything else or have any special requirements, they are encouraged to bring it along. In case they require assistance from PROCOM Team then they should contact Participant Relations and get in touch with the competition head.
13. Only intra-team communication is allowed.
14. This competition will be conducted for two days.
15. Participants must bring technical gadgets by themselves like laptop, internet devices and all the resources required to build your Application.
16. There will be no sort of negative marking in the competition.

Resources provided
All the basic stationary (rough sheet, pencil, pen), and power supply.