

Information and Communication Technology Department

Coding Competition Assessment

Date: 26th May 2020

In order to assess the participant fairly and as per the objectives laid down, following rubric is used for the systematic, error free and impartial assessment of the submitted work. Since, the given challenge is a type of programming, ability to analyze and optimize the solution; the used rubric consists of such aspects.

Attributes/Score	Excellent (5)	Very Good (4)	Good (3)	Average (2)	Below Average (1)
1. Theoretical Analysis of Problem and Complexity Analysis	Deep efforts have been put to understand the real foundation and complexity of problem. This knowledge is very well applied to derive solution.	Quite well amount of efforts have been put to understand the real foundation and complexity of problem. Knowledge is well applied.	Theoretical aspects and complexity of problem is understood well but at application level it suffers from many limitations.	Moderately fundamentals are understood hence fails to build up solution which is scalable.	Not even average effort is observed to understand the correlation of given problem to NP Hard problem like Knapsack or Packing.
2. How well Design strategy is adopted	Very well adopted. Also various design strategy are explored to find out effectiveness	Well adopted. However other exploration is limited.	Simple strategy is adopted. Lack of heuristics hence strategy is not powerful at higher scale problem.	Simple strategy, strategy failure with different test cases, beginner's level. Lack of heuristics.	No mention and idea about strategy. Just beginning with programming.
3. Efficacy and effectiveness of Implementation and results	Very well implemented, Results are observed and compared to check effectiveness	Well implemented. Few results are compared.	Fair implementation. Lack of systematic investigation and comparison	Not properly implemented. Hence results are in doubt.	Poor implementation plan and strategy
4. How well the solution is presented	In excellent visualized form.	Quite well understandable form	Over all Understandable Form	Putting stress on evaluator to understand	Difficult to understand
Total Out of 20					

As per described above assessment, out of 16 registered teams only 5 teams were able to submit solution to given problem. Participated teams have been evaluated by undersigned members. Individual team score is given below.

Evaluation - Team Score

Team Members	Attribute 1	Attribute 2	Attribute 3	Attribute 4	Total Score (20)
Neel Patel, Priyansh Vaghamshi	3-Good	3.5 (Fuzzy)	3.5 (Fuzzy)	4 - Very Good	13
Deep Raval, Jaymin Suhagiya	4- Very Good	5-Excellent	5-Excellent	5-Excellent	19
Prayush Dawada	4 - Very Good	4- Very Good	4- Very Good	4- Very Good	16
Yash R Patel, Honey P Patel	3 - Good	3 - Good	3 - Good	3 - Good	12
Dhruv Patel, Mohit Balwani	3 - Good	2.5 - Above Average	2.5 - Above Average	2.5 - Above Average	10.5

Final rank:

Rank	Team Members	Team Name	Score
1	Deep Raval, Jaymin Suhagiya	Team Vanished Gradien	19
2	Prayush Dawada	now_xor_never	16
3	Neel Patel, Priyansh Vaghamshi	Jedi Masters	13
4	Yash R Patel, Honey P Patel	Scheduling Drones	12
5	Dhruv Patel, Mohit Balwani	--	10.5
-	Soham Shah, Parva Parikh	SPSCRIPT	-
-	Vatsal Patel	CuraY	-
-	Jaydeep Thakur, Shivam Soni	FSociety	-
-	Yash Shah, Jaydev Bhavsar	JASH	-
-	Honey Basrani	Binary Beasts	-
-	Dhruvil Patel, Yash H Patel	Batman_Robin	-
-	Devansh Patel, Jay Patel	FALCON «~» JD	-
-	Aditi Madan	CCS4E2007	-
-	Anoli Bhow, Honey K Patel	Kira	-
-	Kalpiti Shah	Code Splash	-
-	Ansh Patel	Careless Coders	-