Hackathon Guidelines & Information Document

Event Overview

A Hackathon will be conducted on **20th September and 21st September**. The event is designed to assess creativity, technical skills, and problem-solving abilities while providing participants with practical exposure to building projects using **CodeMate Build** and the **CodeMate Extension**.

The use of these specified **AI tools is mandatory**. This requirement is intended to evaluate the efficiency, adaptability, and understanding of students in applying AI tools during project development.

Phases of the Hackathon

Phase 1: Problem Statement and Project Development

1. At the start of the hackathon, participants will be provided with **three problem statements**.

2. Each participant must select **one problem statement** to work on.

3. All participants are required to:

    o Create an account on **CodeMate for Education** via the official platform link: https://edu.codemate.ai/

    o Join the respective **classroom** on CodeMate where the project assignments will be available.

    o Access the chosen **project assignment** and begin working on it using **CodeMate Build** and the **CodeMate Extension**.

Submission Requirements

Participants must submit the following:

- Upload the entire Codebase on CodeMate IDE (**Excluding node modules** if in the project)

- A live working video demonstrating the project

- A live hosted URL of the project

- A GitHub repository link containing the complete source code

Phase 2: Evaluation and Shortlisting

1. Submissions will be evaluated based on:

    o Functionality

    o Innovation

    o Code quality

    o Problem-solving approach

    o Effective use of the mandatory AI tools

2. Shortlisted participants will be notified and invited for the interview round.

Phase 3: Interview and Offers

1. Shortlisted students will appear for an interview conducted by the evaluation panel.

2. Students who successfully clear the interview round will be issued **offer letters**.

Important Dates

- Hackathon Dates: 20th September & 21st September

- Submission Deadline: 24 hours.

- Interview Round: 22nd September.

Key Instructions

- Registration on **CodeMate for Education** is compulsory. Platform Link: https://edu.codemate.ai/

- All submissions must include the required deliverables: source code, video, hosted URL, and GitHub repository.

- Projects must demonstrate the use of **CodeMate Build** and the **CodeMate Extension**.

- Late or incomplete submissions may not be considered for evaluation.

- Participants must maintain originality and follow ethical coding practices.

Outcome

The hackathon is a platform to showcase coding skills and problem-solving abilities. Students who successfully complete all phases and clear the interview will be issued official offer letters from CodeMate.