



Hackathon

Imagine. Ideate. Implement.

"Our ability to produce technological solutions is bounded only by our ability to ideate and implement"

For all you hackers there, IEEE-PEC brings to you a programming extravaganza, Hackathon, during PECFest'17. We aim to provide a platform for the budding developers to design and develop technological solutions ranging from mobile apps to video-games for a specific problem statement.

PRELIMS

The event shall be conducted in a few college/university and even online, where a problem set shall be given to all participants using an online platform. The task will be to design codes to solve the problems given. The selection of candidates shall depend on the following factors in the order given:

- a. Number of questions solved completely (50%)
- b. Number of test cases solved in Incomplete Questions(20%)
- c. The difference in complexity of the candidate's code and the expected complexity(30%)

The submissions will be judged by a panel of judges and selections will be made for the final Hackathon.

All the team members will collectively solve the questions.

- Link for the prelims will be posted on Pecfest website and event page on Facebook.
- Link for Prelims will also be mailed to all the registered teams.
- Online prelims will be a two-hour long test that the registered teams can take any time from **October 21, 2017 10:00 AM to October 23, 2017 10:00 PM**





FINAL ROUND

All the qualifying teams are required to be present on site **October 27, 2017 from 9:30 PM** onwards. The candidates would be given a problem statement, for which teams have to provide a solution and develop an application. All the coding and designing pertaining to the application must be done onsite and during the **12 hours of Hackathon**. All the teams must bring their own systems (laptops, keyboards, mouse and extension cables).

The teams are required to submit:

- A **Readme file** with complete directions on use of the application, installation instructions, a specific step-by-step walk-through, and any application dependencies, if applicable.
- An **executable application file or software package** for your solution.
- **Image/(s)** that help demonstrate the functionality of your application.

Your app will be judged according to the following criteria:

1. User friendliness (25%)
2. Value (25%)
3. Design (25%)
4. Uniqueness (25%)

Platforms available are as follows:

- 1) Android app
- 2) Website
- 3) Web Application
- 4) Game
- 5) Animation

NOTE:

- The final event will be held at PEC Campus on October 27, 2017 from 10:00 PM to October 28, 2017 10:00 AM.
- A team can have a maximum of 3 members.

