

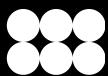
PCET'S
PIMPRI CHINCHWAD COLLEGE OF ENGINEERING, PUNE
GDGC PCCOE PRESENTS



ALPHA BYTE 2.0

RULEBOOK MARCH 2025

A HACKATHON NEVER LIKE BEFORE!



RULE
BOOK

DEVELOP
DESIGN
INNOVATE

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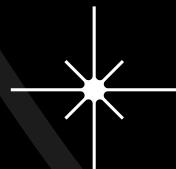
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MORE INFORMATION:

[HTTPS://WWW.ALPHABYTE2025.GDGCPCOE.ORG/](https://www.alphabyte2025.gdgcpcoe.org/)
www.gdgcpcoe.org
[@GDGCPCOE](https://www.twitter.com/gdgcpcoe)

REGISTER HERE:



INTRODUCTION

Alphabyte 2.0 is an exhilarating hackathon that invites creative minds to solve challenging real-world problems through innovation and technical expertise. The event comprises two rounds: an online problem-solving and development phase followed by an on-campus prototype presentation and evaluation by expert judges at PCCOE. With an exciting **prize pool, connecting opportunities and goodies for winners**, this is an event you don't want to miss!

OBJECTIVE

Teams will tackle real-world challenges by selecting a problem statement and developing an innovative solution. With 36 hours online to build and refine their idea, followed by 12 hours on-campus for finalization and judging, participants must deliver a functional software prototype that showcases creativity and impact.

WHY SHOULD YOU CARE?

PRIZE POOL

UPTO 50,000 ALONG WITH
GOODIES AND
CONNECTION
OPPORTUNITIES



CERTIFICATION

CERTIFICATES TO BE
AWARDED TO EACH TEAM
MEMBER!



GUIDANCE & SUPPORT

GET ONE-ON-ONE ASSISTANCE FROM ASSIGNED
REPRESENTATIVES FOR ALL YOUR DOUBTS ON
GUIDELINES AND EVENT FLOW. IN THE FINAL ROUND,
FACULTY ADVISORS WILL BE AVAILABLE TO PROVIDE
EXPERT GUIDANCE.

ELIGIBILITY

1. AlphaByte 2.0 is open to participants from all over the country.
2. Participants must be currently enrolled in an educational institution.
3. Each team can have a minimum of three and a maximum of four members.

REGISTRATION



1. Registration closes on 28 Feb, 2025.
2. Teams must register through the listing of the AlphaByte 2.0 hackathon on Unstop. The **Team Size should be 3 or 4 only.**
3. Registration fees must be paid by the teams selected for the second round upon confirmation of selection to participate in the offline round of the hackathon.

Round 1 Registration Fee: FREE

Round 2 Registration Fee: 200 (for shortlisted teams)

CODE OF CONDUCT

1. Participants must conduct themselves respectfully and professionally at all times.
2. Harassment, discrimination, or any form of misconduct will not be tolerated and may result in immediate disqualification.
3. Participants are expected to uphold the values of integrity, honesty, and fairness throughout the event.

TEAM FORMATION

1. Teams must consist of up to four members.
2. Participants can only be part of one team.
3. Team formation changes are not allowed after the registration deadline.
4. Intercollege grouping for teams is allowed.
5. Every student must have their college identity document as their identification proof.

PROJECT SUBMISSION

1. Submissions must include the following:
PowerPoint Presentation (PPT)
GitHub Repository (with proper documented code)
Solution Overview
Code files and supporting documentation.
2. Open-source libraries and APIs are allowed.
3. Complete plagiarism of a project will result in immediate disqualification.

INTELLECTUAL PROPERTY

1. Participants retain ownership of their intellectual property rights.
2. By participating in AlphaByte 2.0, participants grant the organizers the right to use their project submissions for evaluation and promotional purposes.

ROUND 1

ONLINE PROBLEM-SOLVING & DEVELOPMENT

DATE	1ST MARCH 2025(TENTATIVE)
MODE	ONLINE MODE, ON UNSTOP
DURATION	24 HOURS 

DESCRIPTION OF ROUND 1

TEAMS WILL SOLVE AT LEAST 60% TO 75 % OF THE PROBLEM STATEMENT OR PROJECT IDEA. THE PROGRESS SHOULD BE PRESENTED FOR EVALUATION THROUGH:

- POWERPOINT PRESENTATION (PPT)
- VIDEO RECORDING
- GITHUB REPOSITORY
- CODE FILES AND SUPPORTING DOCUMENTATION

SCORING CRITERIA

ALL SUBMISSIONS MUST BE UPLOADED TO THE PLATFORM(UNSTOP) BY THE DEADLINE.
SUBMISSIONS WILL BE EVALUATED BASED ON THE COMPLETENESS AND QUALITY OF THE SOLUTION.
SUBMISSION AFTER THE DEADLINE WILL NOT BE ENTERTAINED

RULES & REGULATIONS

ALL SUBMISSIONS MUST BE UPLOADED TO THE PLATFORM(UNSTOP) BY THE DEADLINE.
SUBMISSIONS WILL BE EVALUATED BASED ON THE COMPLETENESS AND QUALITY OF THE SOLUTION.
SUBMISSION AFTER THE DEADLINE WILL NOT BE ENTERTAINED

ELIMINATION

TOP 20 TEAMS WILL BE SELECTED FOR THE FINAL ROUND.

ROUND 2

OFFLINE, PROTOTYPE & DEVELOPMENT

DATE	8 TH MARCH 2025
MODE	OFFLINE MODE, AT PCCOE CAMPUS
TIME	09:00AM TO 09:00 PM, MEALS WILL BE PROVIDED

DESCRIPTION OF ROUND 2

SELECTED TEAMS WILL CONTINUE DEVELOPING THEIR PROTOTYPE AND PRESENT THEIR FINAL SOLUTION TO A PANEL OF JUDGES.

RULES & REGULATIONS

DEVELOPMENT MUST BE COMPLETED WITHIN THE GIVEN TIME.

TEAMS MUST PRESENT THEIR SOLUTION, INCLUDING TECHNICAL IMPLEMENTATION, BUSINESS IMPACT, AND SCALABILITY, IN A MAX 10 MINUTE PRESENTATION FOLLOWED BY A Q&A SESSION WITH JUDGES.

SCORING CRITERIA

- INNOVATION: CREATIVITY AND UNIQUENESS OF THE SOLUTION
- TECHNICAL IMPLEMENTATION: EFFICIENCY AND ROBUSTNESS OF THE SOLUTION
- PRESENTATION: CLARITY AND EFFECTIVENESS OF COMMUNICATION
- USABILITY & IMPACT: PRACTICALITY AND POTENTIAL MARKET IMPACT

FINAL WINNERS

WINNERS WILL RECEIVE PRIZES, OPPORTUNITIES, AND EXCLUSIVE GOODIES.



FAIR PLAY & DISQUALIFICATION RULES

INDEPENDENT WORK

TEAMS MUST WORK INDEPENDENTLY UNLESS COLLABORATION IS EXPLICITLY ALLOWED. ANY UNAUTHORIZED ASSISTANCE FROM EXTERNAL SOURCES WILL BE CONSIDERED A VIOLATION.

PLAGARIISM & CHEATING

ANY FORM OF PLAGIARISM, COPYING, OR UNAUTHORIZED RESOURCE USE WILL LEAD TO IMMEDIATE DISQUALIFICATION. PRE-MADE SOLUTIONS ARE STRICTLY PROHIBITED UNLESS PROPERLY ACKNOWLEDGED AND DECLARED TO THE HOSTS.

ETHICAL BEHAVIOUR

PARTICIPANTS MUST UPHOLD PROFESSIONALISM AND RESPECT. MISBEHAVIOR, HARASSMENT, OR RULE VIOLATIONS WILL LEAD TO REMOVAL, WHILE DISRUPTIVE CONDUCT TOWARD VOLUNTEERS, JUDGES, OR PEERS MEANS DIRECT DISQUALIFICATION.

FAIR COMPETITION

ANY ATTEMPT TO MANIPULATE, EXPLOIT, OR INTERFERE WITH THE EVENT'S INTEGRITY WILL BE PENALIZED. THE EVENT ORGANIZERS RESERVE THE RIGHT TO INVESTIGATE AND TAKE APPROPRIATE ACTION AGAINST ANY UNETHICAL PRACTICES.

SUBMISSION DEADLINE

LATE SUBMISSIONS WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGMENT FINALITY AND CLARIFICATION

- THE JUDGE'S DECISION SHALL BE CONSIDERED FINAL AND BINDING.
- ONCE A VERDICT OR RULING IS MADE, IT CANNOT BE ALTERED OR CONTESTED.
- TO ENSURE TRANSPARENCY AND PREVENT ANY MISCONCEPTIONS, THE JUDGE MAY CHOOSE TO PROVIDE AN EXPLANATION FOR THEIR DECISION. HOWEVER, OFFERING SUCH AN EXPLANATION IS ENTIRELY VOLUNTARY AND NOT A MANDATORY REQUIREMENT.
- PARTICIPANTS ARE EXPECTED TO RESPECT THE FINALITY OF THE JUDGMENT AND ADHERE TO THE ESTABLISHED RULES AND GUIDELINES.

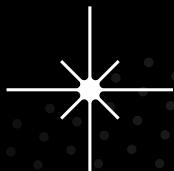
CONTACT INFORMATION

FOR ANY INQUIRIES OR ASSISTANCE, PLEASE CONTACT THE
ALPHABYTE 2.0 ORGANIZING TEAM AT



CONCLUSION

THANK YOU FOR YOUR INTEREST IN **ALPHABYTE 2.0**. WE WISH ALL PARTICIPANTS THE BEST OF LUCK AND LOOK FORWARD TO SEEING THE INNOVATIVE PROJECTS YOU CREATE DURING THE HACKATHON!



MORE INFORMATION:

[HTTPS://WWW.ALPHABYTE2025.GDGCPCOE.ORG/](https://www.alphabyte2025.gdgcpcoe.org/)
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