

8  
DOMAINS \*

e, PROBLEM  
SETS

\* ARE LIVE!!



@WECODE\_GEHU

# STATEMENTS

## WEB / APP

Build any product with a clean web or mobile interface. Focus on data flow, backend APIs, authentication, and real-time interactions. Solutions should feel production-ready with stable routing and storage layers.

S1



## FINTECH

Work on payments, lending, credit scoring, fraud detection, or financial dashboards. Emphasize secure transactions, encryption, KYC flows, and compliance-friendly architecture. Systems should handle high reliability and accuracy.

S2



## WEB3 / BLOCKCHAIN

Work on decentralized apps, smart contracts, asset tracking, provenance, or identity verification. Highlight consensus logic, trustless interactions, and on-chain/off-chain communication. Strong focus on security and transparency.

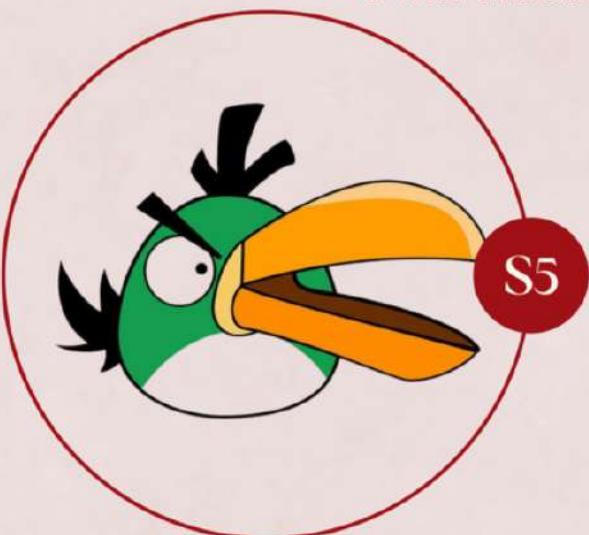
S3



# STATEMENTS

## AR / VR

Create immersive 3D experiences using AR overlays or VR environments. Focus on spatial mapping, gesture interactions, rendering pipelines, and performance. Suitable for education, gaming, navigation, or virtual simulations.



## GOVERNANCE

Build tools that improve public services—citizen portals, grievance systems, document verification, or transparency dashboards. Prioritize scalability, security, and clean workflows that reduce manual intervention.



## AI / ML

Build models for prediction, detection, recommendation, or NLP tasks. Focus on dataset quality, feature engineering, training pipelines, and evaluation metrics. Deploy models with APIs or lightweight inference flows.

# STATEMENTS



## IOT & AUTOMATION

Projects using sensors, microcontrollers, or smart devices for monitoring and control. Focus on data ingestion pipelines, automation rules, real-time alerts, and device communication. System reliability and safety matter.

## OPEN INNOVATION

Any original and high-impact idea that doesn't fit a fixed domain. You're free to experiment with architectures, optimizations, or unique problem-solving methods. Aim for creativity backed by strong technical reasoning.

