



**NATIONAL UNIVERSITY**  
OF COMPUTER & EMERGING SCIENCES  
LAHORE CAMPUS



**SOFTEC'25**  
VISION BEYOND LIMITS



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Date:  
25-27 April, 2025



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## Web Development Hackathon

Register at: [www.softecnu.org](http://www.softecnu.org)

### Competition Overview:

- Each team has to identify a social issue or local community challenge they want to address and develop a web application.
- The team is advised to conduct a preliminary research on the problem to ensure feasibility and relevance.
- All the teams that apply will be inducted in a google classroom where they'll be required to submit a proposal by April 10th, 2025. Shortlisted proposals will be assigned mentors from Arbisoft to help the teams nurture their products.
- Teams will be able to interact and ask questions from the mentors or the organizing team from Arbisoft through that same google classroom.
- The evaluations for Hackathon will be taking place for 2 days i.e. 26th - 27th April, 2025. Teams shall submit their solutions and present them to a panel of judges.
- The panel will evaluate and announce the winners on the last day of the event.
- Teams must bring their own machines.
- The competition organizers will be providing the internet to download and use



resources such as images, fonts, etc. However, participants are requested to bring their own internet in order to avoid any sort of inconvenience.

Your **Minimal Viable Product (MVP)** should be a functional prototype that demonstrates the core concept of your solution. It should include:

- Problem Statement: Clearly define the issue you're addressing.
- Tech Solution: A web application solution.
- Impact & Feasibility: How your solution benefits the community and how it can be implemented.
- Demo & Presentation: A short demo showcasing your MVP in action, along with a well-structured pitch deck in form of a ppt. The judges would be expecting a live demo.

### **Team Eligibility Criteria:**

- Each team should consist of a **minimum of 1 and a maximum of 3 participants.**
- Participants must be enrolled in an **undergraduate degree program.**
- Cross-university teams are allowed.



## Mentorship & Support

- Each team will be paired with an Arbisoft mentor for guidance.
- Mentors will provide feedback and direction during at least two sessions over a 10-day period.
- Utilize this time to refine your idea, get technical insights, and validate your approach.

## Evaluation Criteria:

Your project will be evaluated based on:

- Innovation & Creativity – How unique and original is your solution?
- Technical Execution – How well is the MVP built and does it function effectively?
- Impact & Relevance – Does the solution address a real-world problem in a meaningful way?
- Scalability & Feasibility – Can this solution be implemented and sustained over time?
- Presentation & Demo – How well do you articulate and demonstrate your solution?

## Registration:

- Registration fee is **PKR 2500**.



- Registration fee is **non-refundable**.

## Prize Money:

- The prizes for this Competition will be distributed as follows:

Winner Prize Money	PKR 80,000
Runner-up Prize Money	PKR 40,000

## Competition Rules:

- During the competition, participants are not allowed to go outside the university premises.
- Teams cannot view the score sheets that are used for judging the websites.
- A team can work on a framework and language of their choice, but the use of WordPress or any other script is prohibited.
- Only the rest of the APIs are allowed.
- Teams must have knowledge of Microservices on Python (Fast API) and Node JS.



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- Front-end should be implemented in React JS. (You can either use class-based components or function-based but not a mixture of both).
  - Services should be containerized and submitted as Docker or Docker compose files.
  - Teams are advised to revise concepts of docker, microservices and fast API.
  - SQL or No SQL database can be used.
  - Functionality will be tested in a 15-minute evaluation of the working website to the judges.
  - **Participants are required to be there at the time of evaluation.** Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
  - **The decision of the Judges will be final and cannot be challenged.** Any team that fails to adhere to this rule may face disqualification.
  - Teams should bring their own converters for the projectors so that their presentations can go smoothly.
  - Any sort of unfair means, collaboration or discussion between two different teams may result in immediate disqualification from the competition.
  - Disqualification from the competition will result in removal from further participation, and their respective institutes will be notified.



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## **Note:**

- **SOFTEC** reserves the right to modify any details pertaining to the competition, including but not limited to the rules, format, and eligibility criteria. All participants will be notified of any such changes in a timely manner.

**Email: [registrations@softec.org.pk](mailto:registrations@softec.org.pk)**

**URL: [www.softecnu.org](http://www.softecnu.org)**

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