

67TH
MILESTONE
2026



HACKED 4.0

WHAT IS HACKED ?

Hacked 4.0 is BML Munjal University's flagship 24-hour national-level hackathon, organized at 67th Milestone x Hero's Challenge. The event provides a dynamic platform for students from across the country to collaborate, innovate, and develop creative solutions to real-world challenges. With an open theme, participants have the freedom to explore any area of interest, whether it involves addressing global issues, simplifying everyday processes, or designing cutting-edge technologies. Teams can consist of 2 to 4 members, and participants may belong to the same or different colleges and academic years.

RULES

1

Teams must have 2-4 members. Solo submissions are allowed but won't qualify for prizes.

2

All work must be done during the hackathon. Pre-existing ideas can be used, but no pre-written code is allowed unless open sourced beforehand.

3

Teams can use libraries, frameworks, and open-source code.

4

Only features or functionalities created during the event will be considered for judging.

5

Projects must comply with the Code of Conduct, and teams may face disqualification for unsporting behavior or rule violations.

6

Debugging and minor fixes are allowed after the time is up.

7

Participants who backoff between the hackathon will not be allowed to stay in the campus.

JUDGING CRITERIA

1

Problem Definition & Innovation (30 Points)

- **Problem Relevance (10):** Clear identification of a significant real-world problem
- **Innovation (10):** Creativity, originality, and uniqueness of the solution
- **Feasibility (5):** Technical, economic, and social practicality
- **Impact (5):** Potential benefit to users or society

2

Technical Implementation (30 Points)

- **Technical Proficiency (10):** Effective use of relevant technologies and tools
- **Functionality (5):** Solution works as intended with minimal issues
- **Scalability & Sustainability (5):** Ability to scale and sustain over time
- **Demo Quality (5):** Clear, glitch-free demonstration
- **Prototype Completeness (5):** Working and representative prototype

3

Presentation & Communication (20 Points)

- **Clarity (5):** Clear explanation of objectives, challenges, and solutions
- **Engagement (5):** Ability to hold audience and judge interest
- **Visual Aids (5):** Effective use of slides, demos, or prototypes
- **Time Management (5):** Adherence to allotted time

4

User Experience & Design (10 Points)

- **Usability (5):** User-friendly and intuitive navigation
- **Interface Design (5):** Clean, effective, and engaging UI

5

Q&A / Viva (10 Points)

- **Depth of Understanding (5):** Strong grasp of problem, solution, and tech
- **Responsiveness (5):** Clear, confident, and concise answers

OTHER DETAILS

- No Registration Fees
- Prize Pool of Rs.50000
- Duration :- 2 Days
- Team Composition :- 2-4 members
- Instagram Handle :- hacked_bmu

CONTACT DETAILS

1

Email ID's :-

hacked@bmu.edu.in

2

Phone :-

Mehak Bhardwaj | Lead Organizer | +91 9315567701

Divisha Goel | Lead Organizer | +91 8287918026