



Web & Software Development Cell (WSDC), NITW Devathon 2022

Rules for Devathon '22:

1. GENERAL RULES:

All teams are required to follow the given set of rules:

- The teams have been allotted by WSDC on the basis of different skill level and proficiency. Any request for team change will not be entertained at any cost.
- No Team is allowed to shuffle teams internally by exchanging members on their own. If caught, the team will be directly eliminated from the event.
- At least one member must be present at the venue throughout the hackathon.
- Only students participating in Devathon will be allowed inside the venue, no requests for entries of friends, acquaintances etc will be entertained.
- Any team trying to bring in non-registered member(s) in their team will have to face severe consequences - it may also lead to immediate disqualification.
- **No team member will be allowed to leave the Ambedkar Learning Center after 11:00pm. They can go out for breakfast etc. only after 6:00am in the morning.**
No participant should be seen outside the venue after the time specified.
- You are responsible for the mattresses that have been provided to your team by the organizers.
- You are supposed to bring your own laptops, charger, connector, junction box, water bottle etc.

2. DEVATHON PROBLEM STATEMENT RULES:

- All Teams are required to choose only ONE Problem Statement (PS).
- There will be a total of 2 checkpoints.
 - There will be a pre-checkpoint where teams have to select their problem statements and inform the WSDC Team.
 - Checkpoint 1: It will be held on the first day of devathon - 16th September 2022. This is to make sure if the team has understood the problem statement, created the github repository and started ideating their solution.
 - Checkpoint 2: This is scheduled on 17th September 2022, which mainly focuses on the working part of the solution and also checking the status of feedback given in checkpoint 1.
Feedbacks given in checkpoint 2 will hold great weight in final submission.
- Missing any checkpoint will lead to disqualification of the team from the hackathon.
- **No Copying of source code Allowed.** You may refer to resources(tutorials, youtube videos etc) but are not allowed to copy/paraphrase/modify any readily available code.
Your submission will be screened for plagiarism.

3. IMPORTANT POINTS REGARDING DEVATHON:

- WSDC or CSEA will not be responsible for any loss of belongings, please take care of the things which you would have brought with you.
- WSDC or CSEA will not be providing any reimbursement for the use of any sort of paid APIs (if any) as a part of your solution.
- A team can submit only one entry for the hackathon. Participation at the hackathon is subject to a “per-team” basis meaning you are not allowed to be on more than one team at the event.

4. SUBMISSION GUIDELINES:

- All the code should be uploaded on github with a repository name as **Devathon22-Team<Team Number>-<PS_CODE>**.
Let's suppose your **team no. is 1** and you choose Problem Statement with code **X05** then repository name should be **Devathon22-Team01-X05**
- Include whole code inside this repository only.
- Add a README file for a short explanation of your solution.

- Don't forget to make your repository "Public" after 7:55 PM on 17th September 2022.
- **The GitHub repository should have been made only after the hackathon has started.**
 - You are advised to make the repository public.
 - If you want to make it private out of fear of being copied, you **MUST** add WSDC members as collaborators and after final submission the repository **MUST** be made public.
 - Give access to these three github user IDs:
 - suffisme
 - av1shek
 - chirantan24

For any query contact WSDC Team.

Contacts of WSDC Leads:

Lead Name	Contact
Mohd Sufiyan Ansari	7068502705
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