



# KMC School HACKATHON 1.0

CODE • CREATE • SOLVE REAL  
PROBLEMS

## Eligibility

- Category A: Grade 6, 7 & 8
- Category B: Grade 9 & 10

--> Each category will be judged separately.

## Problem Domains

1. Education
  2. Environment
  3. Health & Well-being
  4. Community & Social Issues
  5. Productivity & Utilities
  6. Student Life Solutions
  7. Other (specify)
- Each Project must address real world problem

## Rules & Code of Conduct

- Plagiarism or copied projects will lead to disqualification
- Students must be able to explain their own code
- Guidance from teachers is allowed
- External professional help is not permitted

## Participation Format

- Grade 6–8: Individual or team of up to 4 students
- Grade 9–10: Individual or team of up to 4 students

--> Team-Based Competition (Recommended)

## Technology Stack

- HTML
  - CSS
  - JavaScript
  - Django or other(specify)
- Students are encouraged to use only the technologies they understand and can explain.

## Awards & Recognition

Each category will have:

- 1 First Prize
- 2 Second Prize
- 3 Third Prize
- Consolation Awards

For further information, contact:

IT Club Instructors:

Santosh Sharma (HoD computer Science)

Aman Das (Computer Teacher)

“Don't just learn code — use code to solve problems.”

# PROJECT REQUIREMENTS

Each submission must include:

- A working website or web application
- Clear problem statement and solution
- Interactive elements (buttons, forms, navigation, etc.)
- Clean and readable code

GitHub Requirements:

- One GitHub repository per project
- Proper folder structure

A README.md file containing:

- Project title
- Problem description
- Features
- Technologies used
- Team member details with specific role of each member

Hosting:

- Project must be hosted using GitHub Pages or equivalent

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## Judging Criteria (100 Marks)

Problem Understanding & Relevance – 15 marks  
Design & User Experience (UI & UX) – 20 marks  
Functionality & Logic – 20 marks  
Code Quality & GitHub Usage – 15 marks  
Presentation & Communication – 15 marks  
Creativity & Innovation – 15 marks

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## Presentation Guidelines

Each team will present their project before the judges.

- **Presentation Time:** 5–7 minutes
- **Q&A:** 2–3 minutes

Presentation should include:

1. Team introduction
2. Problem explanation
3. Live demonstration of the project
4. Key features and technologies used
5. Challenges faced and learning outcomes
6. Team members role

Slides and. **A live demo is mandatory.**

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## Remaining Key points

- **Use of paid templates, project copied from github repository or full AI-generated projects is prohibited.**
- All participants will receive Participation Certificates
- All IT Club students who have successfully completed the course with a minimum of 80% attendance will receive a Course Completion Certificate.

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## Timeline (Tentative)

- Competition Announcement
- Team Registration
- Project Development Period
- GitHub Submission Deadline
- Project Presentation & Judging
- Result Declaration

(Exact dates & times will be announced separately)

ALL THE BEST!  
HAPPY  
CODING! 

