

Guidelines for HACKTOPIA

- ❖ **Team Formation:** Participants can form teams of 4 members.
- ❖ **Carrying laptop** for an event is mandatory with necessary software's installed in it.
- ❖ **Project Scope:** Teams can work on project within the given problem statement.
- ❖ **Technology Use:** Free to use any Programming language and platform which are open source.
- ❖ Participant must assemble in college premises at **1.30pm** on 23-03-2025.
- ❖ **Time Limit:** The Hackathon will have a time limit of 24 hours including presentation. Event Start on 23-03-2025 at 2.00pm and ends on 24-03-2025 at 2.00pm.
- ❖ The use of pre-existing code or projects is not allowed, except for open-source libraries or frameworks
- ❖ **Collaboration:** Teams are encouraged to collaborate and seek help from mentors or organizers, but cross-team collaboration is not allowed during the competition.
- ❖ **Presentation:** Each team will have to present their project to the judging panel with presentation with time limit of 5+2 minutes. The presentation should demonstrate the functionality and features of the project, as well as any unique or innovative aspects.
- ❖ The result by the judge will be final. It may include aspects such as innovation, technical implementation, user experience, scalability, and relevance to the theme.
- ❖ **Fair Play:** Participants must adhere to ethical standards and abide by the rules and regulations set by the organizers. Any form of cheating, plagiarism, or unfair practices will result in immediate disqualification.
- ❖ **Intellectual Property:** Participants retain full ownership of the intellectual property rights to their projects.
- ❖ **Code Submission:** Teams must submit their code and project documentation before the specified deadline. Late submissions may result in penalties or disqualification.
- ❖ **Code Validation:** Organizers may conduct code validation to ensure that the project was developed within the given time frame and complies with the rules and regulations.
- ❖ **Code Sharing:** Participants are encouraged to share their code and projects with the wider community after the Hackathon. Open sourcing or publishing the code on platforms like GitHub is often appreciated after an event.
- ❖ **Code of Conduct:** Participants should adhere to a code of conduct that promotes inclusivity, respect, and professionalism. Any form of harassment, discrimination, or inappropriate behaviour will not be tolerated.
- ❖ **Disputes and Arbitration:** In case of any disputes or concerns, the decision of the organizers and judging panel will be final.
- ❖ **Changes to the Rules:** Organizers reserve the right to make changes to the Hackathon rules, format, or prizes at any time. Any modifications will be communicated to the participants in a clear and timely manner.