

ROBOVANTA – SOFTWARE HACKATHON RULE BOOK

1. Event Overview

The Software Hackathon is a coding and innovation competition where participants develop software-based solutions to real-world problems within a limited time. Teams must design, develop, and present a functional software prototype based on the problem statement provided by the organizers.

2. Team Structure

- Team Size: **1–4 Members**
 - One project submission per team.
 - Interdisciplinary teams are encouraged.
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3. Competition Format

Phase 1: Problem Statement Release

- Problem statements will be released at the start of the hackathon.
- Teams must develop a solution based on the given challenge.

Phase 2: Development Phase

- Teams design UI/UX.
- Develop software application.
- Implement required features.
- Test and debug the solution.

Phase 3: Final Presentation

- Teams demonstrate their working software solution before judges.
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4. Duration

- **24 Hours Continuous Hackathon**
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5. Equipment Requirements

IMPORTANT

Participants must bring their own equipment.

The organizers will NOT provide:

- Laptops
- Chargers
- Mobile Phones
- Development Boards
- Internet Dongles
- Software Licenses
- Any Development Tools

Participants must ensure their systems are fully functional before the event.

6. Allowed Domains

Projects may be developed in:

- Artificial Intelligence & Machine Learning
 - Web Development
 - Mobile App Development
 - Cyber Security
 - Cloud Computing
 - Internet of Things (Software Side)
 - Healthcare Solutions
 - Agriculture Solutions
 - Smart City Applications
 - Educational Technology
 - FinTech Solutions
 - Social Impact Applications
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7. Allowed Technologies

Participants may use:

- ✓ Python
 - ✓ Java
 - ✓ C/C++
 - ✓ JavaScript
 - ✓ Flutter
 - ✓ React
 - ✓ Node.js
 - ✓ PHP
 - ✓ .NET
 - ✓ SQL / NoSQL Databases
 - ✓ Open-Source Frameworks
 - ✓ APIs and SDKs
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8. Development Rules

Teams may:

- Use open-source libraries.
- Use public APIs.
- Use pre-existing frameworks.

Teams may NOT:

- Submit previously completed projects.
 - Copy another team's solution.
 - Use copyrighted content without permission.
 - Present a project developed entirely before the event.
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9. Judging Criteria

Criteria	Marks
Innovation & Creativity	20
Technical Complexity	20
Functionality	20
User Interface & Experience	15
Problem Solving Impact	15
Presentation & Demo	10
Total	100

10. Submission Requirements

Teams must submit:

- Source Code
- Executable/Application Link
- Presentation Slides (Optional)
- Project Documentation

All submissions must be completed before the deadline.

11. Final Presentation

Demonstration Time

- Project Demo: **5 Minutes**
- Q&A Session: **3 Minutes**

Presentation Must Include

- Problem Statement
- Solution Overview
- Technology Stack
- Live Demonstration
- Future Scope

12. Prohibited Activities








- ✗ Plagiarism
 - ✗ Copying Other Teams
 - ✗ Malicious Software
 - ✗ Hacking Event Infrastructure
 - ✗ Offensive or Illegal Content
 - ✗ Fake Demonstrations
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13. Disqualification

Teams may be disqualified for:

- Plagiarism.
 - Submission of pre-built projects.
 - Misconduct towards participants or organizers.
 - Violation of event policies.
 - Failure to submit source code when requested.
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14. Awards

-  Winner
 -  Runner-Up
 -  Second Runner-Up
 -  Best Innovation Award
 -  Best UI/UX Award
 -  Best Social Impact Solution
 -  Best Technical Implementation Award
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15. General Rules

- Judges' decisions are final and binding.
 - Teams must report 30 minutes before the start.
 - Organizers reserve the right to modify rules if required.
 - Internet access may be used for research and development.
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Event Summary

Parameter Details

Event Name Software Hackathon

Team Size 1–4 Members

Duration 24 Hours

Format Software Development Challenge

Equipment Participants Must Bring Their Own

Presentation 5 Minutes

Q&A 3 Minutes

Evaluation 100 Marks

Motto

"Code. Create. Innovate. Transform."