

WebnD X Wissensaire Hackathon

Introduction:

Get ready for an adrenaline-fueled ride of innovation at the Wissensaire Tech Fest by IIT Bhubaneswar! Join us for our 48-hour Hackathon where you'll dive headfirst into coding, problem-solving, and collaboration. Get set to unleash your creativity and make magic happen in the world of technology!

Hackathon Rules :

1. A team can have a maximum of 4 members.
2. The problem statement will be revealed after the inaugural event at Auditorium, IIT Bhubaneswar. Any one from the team should present at Auditorium, IIT Bhubaneswar, and the team will be provided with place within the campus for coding during the hackathon.
3. The coding period is for 48 hours and starts from **10:00 PM, 8th March** and ends on **10th March**.
4. Participants should be physically present at the spot of the hackathon and must code in the venue only.
5. Regular commits showcasing various stages of development should be present in the submitted GitHub repository. No commits should be made before **Starting of the hackathon**.
6. Teams are responsible for bringing their own hardware and software tools.
7. A final presentation video needs to be submitted by each team (no longer than 3 minutes) showcasing the working of the web application. Also a proper Readme.md file should be added to the GitHub repository during this period. No other commits should be made after the coding period ends. No commits should be made after **March 10th, 10 PM**.
8. Website will be judged on:
 - Implementation of features (40%).
 - Overall aesthetics of the website (30%).
 - Presentation (20%).
 - Time of event remaining at form submission (10%).
8. Avoid any online website builders, AI websites builders, etc.

9. Participants need to deploy the website on any of the free hosting services and submit the link in the submission form along with the GitHub repository link (Add <https://github.com/WebnD> as collaborator to the repository if Private).
10. At least the first two functionalities of the website should be working for scoring participation points.
11. Use dummy data as and when required.
12. Plagiarism or using pre-existing projects is strictly prohibited.
13. Participants must disclose the technologies (language, frameworks, libraries, etc) they will be using during the development.
14. The organizing committee reserves the right to disqualify any team found violating the rules or engaging in unethical practices.

CONTACT DETAILS:

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