Appathon (App Development Challenge) – Official Rule Book

Introduction:

The App Development Competition challenges participants to build functional, user-friendly, and innovative mobile or web applications within a given time frame. This competition is designed for individuals experienced in app development and focuses on creativity, performance, and the ability to deliver solutions to real-world problems. The objective is to encourage innovation, enhance technical proficiency, and promote best practices in app development.

Objectives of the Competition:

- Assess participants' skills in developing dynamic and responsive mobile or web applications.
- Promote critical thinking and problem-solving in app design and development.
- Encourage efficient coding practices, focusing on performance and optimization of apps.
- Foster creativity and innovation in developing solutions for real-world use cases.

1) General Rules:

- **Eligibility:** Open to students currently pursuing a degree in App Development, Computer Science (CS), Software Engineering, or related fields, as well as those with a background in programming and app technologies.
- **Team Composition:** This is a team-based competition; up to 4 members per team are allowed.
- **Registration:** Participants must register through the official website.
- **Time Limit:**
  - The competition duration is 4 hours.
  - All submissions must be made before the deadline; late submissions will not be accepted.
- **Problem Statement:**
  - Participants will be provided with a set of objectives or requirements for developing an app.
  - All requirements will be revealed at the beginning of the competition.\

- **Technologies Allowed:**
  - Participants can use any mobile or web app development platforms, including but not limited to:
    - **Mobile App:** Flutter, React Native, Swift, Kotlin, etc.
    - **Web App:** HTML, CSS, JavaScript (with frameworks such as React, Angular, or Vue), and backend technologies (Node.js, Django, Flask, etc.).
- **Environment Setup:**
  - The development environment will be preset, using IDEs such as Android Studio, Visual Studio Code, or Xcode depending on the app type (mobile/web).
  - The environment may be locked to ensure fairness during the competition.
- **Submission Process:**
  - Participants must submit their source code and any other required files (UI designs, backend scripts, etc.) through Google Classroom before the time limit expires.
  - The organizers will specify the format for submission, including folder structure and file types.

2) Scoring & Judging:

- **Functionality:**
  - The primary evaluation will be based on the functionality of the app, ensuring it meets the problem's objectives and requirements.
- **User Interface (UI) & User Experience (UX):**
  - Points will be awarded for visually appealing and user-friendly designs that are responsive and provide a seamless user experience across devices.
- **Code Quality & Readability:**
  - Clean, well-structured, and readable code will earn higher scores. This includes the use of proper naming conventions, indentation, and commenting.
- **Performance & Optimization:**
  - Optimized apps that load quickly, run smoothly, and handle data efficiently will be rated higher.
- **Creativity & Innovation:**
  - Originality and creative approaches to solving the given problem will receive bonus points.
- **Partial Credit:**
  - Partial credit may be awarded for completing certain parts of the app, even if all requirements are not met.

3) Disqualification Rules:

- **External Assistance:**
  - Participants are prohibited from receiving external help or using unauthorized tools not permitted by the organizers.
- **Communication:**
  - Participants are not allowed to communicate or collaborate with others outside their team during the competition. Sharing solutions is strictly prohibited.
- **Environment Violations:**
  - The use of prewritten code, unauthorized software, or any tools that violate the competition rules will result in disqualification.
- **Multiple Submissions:**
  - Participants are not allowed to submit multiple solutions for the same problem. Using multiple accounts or submitting multiple entries will lead to disqualification.

4) Prizes:

1. **Awards:** Prizes will be awarded to the top-performing teams. Details on prizes will be announced separately.
2. **Recognition:** Winners will be featured on the event's website and may receive certificates.

5) Additional Rules:

- The organizing team reserves the right to modify competition rules, the time limit, or any other aspect of the competition at any time.
- The decision of the judges is final and cannot be contested.
- Winners will be announced at the end of the event, and prizes will be awarded accordingly.
- Prizes are non-transferable and cannot be exchanged for cash or other items.

Contact Information:
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Good luck to all participants! We look forward to seeing your app development skills in action.