



HACKATHON GUIDELINES

EVENT DETAILS

Event Name:

- Hackathon

Duration:

- 12 hours

Description:

- This is a **development hackathon** where participants are required to build a fully functioning website within the given time frame.
 - The problem statement will be provided at the start of the event.
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PARTICIPATION GUIDELINES

Team Specifications:

- A team can consist of **1 to 4 members**.
- Participants can be from the same or different institutes.

Registration:

- Participants need to register their teams before the deadline mentioned on the official website or communication channels.
- Each team must provide valid contact details of a **team captain** who will serve as the primary point of contact.

Eligibility:



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- The hackathon is open to all students and professionals.
 - All participants must carry valid identification proof.
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HACKATHON FORMAT

Problem Statement:

- The problem statement will be disclosed **at the start of the event**.
- Teams are expected to develop a solution adhering to the problem statement's requirements and constraints.

Development Guidelines:

- The solution must be a **fully functional website**.
- Teams are free to use any programming languages, frameworks, and tools, provided they comply with the event's rules.
- All development must be completed within the **10-hour timeframe**.

Submission Requirements:

- Teams must submit their project code, deployment link (if applicable), and a brief write-up explaining the solution before the deadline.
 - The code must be uploaded to a **GitHub repository**, and access should be granted to the judging panel.
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JUDGING CRITERIA

The following parameters will be used to evaluate the submissions:

1. **Functionality (40%):**
 - The website should be fully functional and align with the problem statement.
2. **Innovation (20%):**
 - Creative and unique approaches to solving the problem.
3. **UI/UX Design (20%):**

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- The website's interface should be user-friendly and visually appealing.
4. **Code Quality** (10%):
- Clean, well-structured, and documented code.
5. **Presentation** (10%):
- Clear and concise explanation of the solution during the final presentation.
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EVENT RULES

- Teams must arrive at the venue **30 minutes before the start of the hackathon**.
 - The use of pre-built templates or code is **strictly prohibited** unless explicitly allowed by the organizers.
 - Internet access will be provided; however, teams must not engage in any unethical practices like plagiarism or copying solutions from others.
 - All submissions must be original and developed during the hackathon. Any team found violating this rule will be immediately disqualified.
 - Teams are encouraged to bring their own laptops, chargers, and other necessary equipment. Basic amenities like Wi-Fi, power outlets, and refreshments will be provided.
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AN IMPORTANT NOTE:

- The organizers reserve the right to modify the rules or guidelines at any time. Any such changes will be communicated to the participants promptly.
 - Decisions made by the judging panel will be final and binding on all teams. No appeals or queries regarding the judgment will be entertained.
 - Prize pool is subjected to the number of participants and on the discretion of the organising committee.
 - Teams are responsible for ensuring their submission complies with the guidelines.
 - **Cliffesto'25** reserves the right to disqualify any team at any stage for non-compliance with the rules or misconduct.
 - For any queries or clarifications, participants are encouraged to contact the **Cliffesto'25** organizing team.
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Contact Details of Event Head:

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