

Codinguru 5.0 - Web Module

Description:

Teams will be required to identify and solve a prevailing problem innovatively. The solution must be in the form of a web product (a web app). An MVP will be expected by the end of the allocated time. Other components include designing the product and preparing a pitch for it, which the team will present to potential investors. Even if the solution is still unprepared by the hackathon's end, the team shall be able to deliver the UI/UX for the application and shall be able to define how the application is supposed to work.

Time Allowed: 2 Days.

Members allowed: 4 to 6 per team.

Details:

1. Identifying the problem and its essential questions.
2. Coming up with possible solutions and continuing with the simplest one.
3. Designing the chosen solution.
4. Planning the tech stack, including schemas, actors, and use cases.
5. Coding the solution.
6. Documenting the solution in parallel.
7. Deploying the solution, preparing a pitch, and presenting the product.

Rules:

- Every team shall make a Private GitHub Repo on the day of the event (not before), and everyone in the team shall be added as a collaborator. The event head will also be added as a collaborator.
- Your team will be allowed to make commits throughout the event days; however, no commits after the deadline will be accepted!
- If an API is made, the documentation shall follow the OpenAPI standard
- Collaboration with any external resource or teams within the competition is strictly prohibited.
- All project costs must be within the virtual seed money allowed

- Website builders such as Wix are not allowed.
- A headless CMS integration is allowed; however, the cost must be considered.
- CMS can not be used for serving web pages, only content, (Build & Prod)
- Participants must list all npm libraries used in their project in a credits or acknowledgements section. This will help ensure that participants appropriately attribute any open-source code they have used.

Judging Guidelines:

1. **Functionality:** Does the project work as intended and meet the requirements outlined in the contest rules?
2. **User experience:** Is the project easy to use and understand for the intended audience?
3. **Design:** Is the project visually appealing and well-designed?
4. **Innovation:** Does the project offer a unique or innovative solution to a problem or challenge?
5. **Code quality:** Is the code well-written, organised, and easy to understand?
6. **Documentation:** Is the project well-documented, with clear explanations of how it works and how to use it?

Terms and Conditions:

1. No plagiarism is tolerated.
2. Every member of the team must contribute towards the solution.
3. Participants cannot challenge decisions made by the judges.
4. Participants retain ownership of their submissions but may be required to grant certain rights to the contest organisers to use the submission for promotional purposes.
5. Utmost conduct is expected of every participant.
6. Organisers reserve the right to modify the rules of the contest at any time, and it is the responsibility of participants to stay informed of any changes.