



VIRASAT 2025

PRESENTS



HACKATHON

GENERAL RULES

1. PARTICIPANTS CAN COMPETE IN TEAMS WITH MINIMUM 3 TO MAXIMUM 5 MEMBERS PER TEAM.
2. PRE-REGISTRATION IS MANDATORY. ON-THE-SPOT REGISTRATIONS WILL NOT BE ACCEPTED. EACH TEAM CAN REGISTER ONCE. TEAM MEMBERS CANNOT SWITCH TEAMS ONCE THE EVENT HAS BEGUN.

HACKATHON FORMAT:

1. THE HACKATHON WILL LAST 24 HOURS OVER 2 DAYS, ALLOWING TIME FOR IDEATION, CODING, AND PRESENTATIONS. THE FIRST DAY WILL BE FOCUSED ON BRAINSTORMING AND DEVELOPMENT, AND THE SECOND DAY WILL INCLUDE FINALIZING PROJECTS AND PRESENTATIONS. THE TOPIC SHALL BE PROVIDED TO ALL ON THE DAY OF THE COMPETITION.
2. PARTICIPANTS CAN BUILD SOLUTIONS FOR WEB, MOBILE, IOT, AI, OR MACHINE LEARNING PLATFORMS. TEAMS ARE FREE TO USE ANY PROGRAMMING LANGUAGE, LIBRARIES, OR FRAMEWORKS. PARTICIPANTS MUST BRING THEIR OWN LAPTOPS, CHARGERS, AND OTHER REQUIRED EQUIPMENT. THE VENUE WILL PROVIDE WI-FI ACCESS.

PROJECT REQUIREMENTS:

1. ALL PROJECTS MUST BE ORIGINAL AND DEVELOPED DURING THE HACKATHON. ANY PRE-BUILT OR PRE-EXISTING SOLUTIONS WILL BE DISQUALIFIED. TEAMS MAY USE OPEN-SOURCE LIBRARIES, APIS, AND TOOLS, BUT THE CORE SOLUTION MUST BE DEVELOPED DURING THE EVENT.
2. THE SOLUTION MUST ADDRESS THE THEME AND PRESENT A FUNCTIONAL PROTOTYPE BY THE END OF THE HACKATHON. IT CAN BE A MINIMUM VIABLE PRODUCT (MVP), BUT IT SHOULD DEMONSTRATE KEY FEATURES RELEVANT TO THE THEME.
3. TEAMS MUST SUBMIT THEIR FINAL PROJECT, INCLUDING THE CODE, PROJECT DESCRIPTION, AND DEMO VIDEO (IF APPLICABLE).

PRESENTATION RULES

1. EACH TEAM WILL HAVE A TOTAL OF 10 MINUTES, WITH 5 TO 7 MINUTES ALLOCATED FOR PRESENTATION AND THE REMAINING FOR Q&A WITH THE JUDGES.
2. A LIVE DEMO OF THE SOLUTION IS MANDATORY. IF THE SOLUTION IS INCOMPLETE, TEAMS SHOULD CLEARLY PRESENT WHAT HAS BEEN DEVELOPED AND HOW THE REST OF THE PROJECT WILL BE IMPLEMENTED.



3. TEAMS SHOULD COVER THE PROBLEM STATEMENT, HOW THE SOLUTION ADDRESSES THE TECHNICAL ASPECTS AND POTENTIAL REAL-WORLD IMPACT.

MISCELLANEOUS

1. THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING. NO APPEALS OR DISPUTES WILL BE ENTERTAINED.

2. TEAMS RETAIN OWNERSHIP OF THEIR PROJECTS. HOWEVER, THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO FEATURE SELECTED PROJECTS FOR PROMOTIONAL OR EDUCATIONAL PURPOSES, WITH PROPER CREDIT TO THE CREATORS.

3. PARTICIPANTS ARE REQUESTED TO JOIN THE WHATSAPP GROUP WHICH WILL BE CREATED AFTER THE REGISTRATIONS FOR ALL THE NECESSARY FUTURE UPDATES.

THESE RULES ARE DESIGNED TO PROMOTE INNOVATIVE SOLUTIONS USING TECHNOLOGY, WHILE ENCOURAGING COLLABORATION, CREATIVITY, AND IMPACTFUL PROBLEM-SOLVING.





**THIS IS AN INTER-COLLEGE
HACKATHON.
SHOW YOUR INNOVATIVE SIDE TO
WIN AND GRAB THE REWARDS**

**DATE : 11TH OCTOBER, 2025
TIME : 10:00 AM
VENUE : MVEIC, SCIENCE BLOCK**



REGISTRATION FEE - RS. 800 ONLY (PER GROUP)

PRIZES

1. **PARTICIPATION CERTIFICATE TO EVERYONE**
2. **CERTIFICATES TO THE WINNERS**
3. **CASH PRIZES -**

- **FIRST PRIZE - Rs. 10,000**
- **SECOND PRIZE - Rs. 5000**
- **THIRD PRIZE - Rs. 3000**

REGISTRATIONS ARE OPEN.

CLICK ON THE LINK IN BIO TO REGISTER YOURSELF.

FOLLOW US ON INSTAGRAM : @virasat_pwc

For any queries,
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