



Shri Siddheshwar Devasthan, Solapur.

Shree Siddheshwar Women's College of Engineering, Solapur.

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— PRESENTS —

KALPAK-2K26

CAMPUS CUP HACKATHON

“Think. Build. Innovate. Conquer.” | 4 Hours. 4 Minds. 1 Challenge.

Event Details	Information
Event Date	31st October 2026
Time / Duration	10:00 AM – 2:00 PM / 4 Hours
Team Size	Exactly 4 members
Registration Fee	₹400 per team
Mode / Eligibility	Offline / Open to all branches

❖ GENERAL RULES AND GUIDELINES

- Each team must register with a unique team name and designate one Team Leader. All four members must contribute.
- Teams will receive a problem statement at the start and must build a functional full-stack web application during the competition.
- Teams must bring their own laptops and are responsible for their devices and data. Internet access depends on venue availability.
- AI coding tools such as ChatGPT, Gemini, Claude, DeepSeek, and GitHub Copilot are allowed. Teams must understand and explain their submitted work.
- Pre-built projects and copying another team's solution are prohibited. Public libraries, frameworks, documentation, and AI-generated code are permitted.
- Late submissions may be penalized or rejected. Judges' and organizers' decisions are final.

❖ HACKATHON SCHEDULE

Time	Activity
10:00–10:15 AM	Attendance and briefing
10:15–10:30 AM	Problem statement and rules
10:30 AM–1:30 PM	Development phase
1:30–1:45 PM	Final testing and submission
1:45–2:00 PM	Submission verification / initial evaluation

❖ CHALLENGE AND TECHNICAL REQUIREMENTS

Teams must analyze the given problem and develop a suitable solution within the allotted time. The application should demonstrate:

- Functional frontend and user interaction
- Backend/API functionality and appropriate validation
- Data handling and a clear solution to the problem
- Responsive, usable design

❖ DATABASE POLICY

A traditional database is not mandatory. Teams may use JSON/static or mock data, JavaScript objects/arrays, LocalStorage/SessionStorage, in-memory data, or mock APIs.

❖ TECHNOLOGY STACK

Teams may choose suitable technologies, including:

- Frontend: HTML, CSS, JavaScript, Bootstrap, React, Angular, Vue, or similar.
- Backend: Java/Spring Boot, Node.js, PHP, Python, or similar.
- Other legitimate libraries, packages, frameworks, and development tools are allowed.

❖ AI TOOL POLICY

- AI may assist with code generation, debugging, error fixing, UI/UX ideas, optimization, documentation, mock data, and understanding technical concepts.
- The team is fully responsible for the final application and must be able to explain its implementation. Judges may ask technical questions.

❖ ORIGINALITY AND FAIR PLAY

- Develop the solution during the competition; completely pre-built projects cannot be submitted as the final solution.
- Copying another team's work, substantial plagiarism, unfair collaboration, misconduct, or tampering with competition systems may lead to disqualification.

❖ SUBMISSION REQUIREMENTS

Submit by 2:00 PM:

- Complete source code and required project files.
- Instructions to run the application.
- Brief description of the solution and team/member details.

❖ FINAL DEMONSTRATION

Teams may be asked to demonstrate their application and explain the problem, proposed solution, key features, technology stack, frontend-backend flow, data handling, AI tools used, challenges, and possible future improvements.

❖ DISQUALIFICATION

A team may be disqualified for plagiarism, copying another team's project, misconduct, deliberate interference, tampering with systems, late submission, prohibited resources, false registration information, or other unfair conduct.

❖ GENERAL CONDUCT

- Report before the competition begins and carry student/college ID if required.
- Maintain discipline, respect participants, judges, and organizers, and report technical issues to coordinators promptly.
- Organizers may modify the schedule, clarify rules, reject incomplete/invalid submissions, or disqualify teams violating rules.

❖ JUDGING CRITERIA

Projects will be evaluated out of 100 marks.

Criteria	Marks
Functionality and working features	30
Problem understanding and solution	15
Frontend / UI / UX	15
Backend and integration	15
Innovation and creativity	10
Effective use of technology / AI	5
Code quality and structure	5
Presentation and technical explanation	5
TOTAL	100

❖ EVALUATION AND WINNER SELECTION

- Judges will consider functionality, problem-solving, UI/UX, technical implementation, innovation, effective use of technology/AI, and the team's technical understanding.
- The team with the highest total score will be declared the winner. In case of a tie, priority may be given to functionality, problem-solving, innovation, and technical implementation; the judges' decision will be final.

❖ EVENT COORDINATION

Dhanashree Miskin
Student Coordinator

Prof. R. M. Pawar
Staff Coordinator