



# SOFTEC 2017

# SOFTEC '17

## March 11-12, 2017

# App Development Competition Rules

---

- Team would be given a theme or general problem and they would implement their ideas to solve that problem with a Mobile Application.
- The theme/task would be told to all the participants 30 minutes before the competition starts.
- Duration of the event is 24 Hours.
- A team can create the app for Android or iOS platform.
- Teams must bring their own laptops.
- Internet will be provided to the participants during the competition to download and use resources.
- Teams can't view the score sheets that are used for judging the applications.
- During competition participants are not allowed to go outside the university premises.
- Hybrid Apps using Xamarin, Ionic Framework, React JS etc. are not allowed. Android Apps for Java using Android SDK and Swift and Objective C are allowed for iOS apps.

## Eligibility Criteria

- Team members must be undergraduates.
- There must be at most 3 members in a Team.

## Judging Criteria

### Aesthetics

- Consistent look and feel
- Readability
- Minimalist design (avoid extraneous information)

### Design/Development

- Adherence to Material Design standards for Android applications or iOS human interface design guidelines for iOS applications.
- Effective navigation.
- Effective use of multimedia content (images, audio, animation, etc.)
- Compatibility for different screens and resolutions

### Usability and accessibility

- User Experience
- Performance
- Error Handling
- Effective user guidance (error handling)

### Functionality

**A 5-minute presentation to of the application to the judges.**

**Prize Money:**

The prizes for this Competition will be distributed as follows:

1st Prize	PKR 40,000
2nd Prize	PKR 20,000

