



# SOFTEC 2018



March 10-11, 2018

# App Development Competition Rules

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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

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