



SOFTEC 2019



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.



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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 and 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.



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Prize Money

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|-----------|------------|
| 1st Prize | PKR 50,000 |
| 2nd Prize | PKR 25,000 |

For further inquiries, please do not hesitate to contact:

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SOFTEC 2019

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