



SPADES



WebShark Study Guide

Competition Details

Participating teams are required to create a Full Stack Web Application.

The Competition will consist of 3 Phases:

Phase 1	Development	8 Hours	6th January
Phase 2	Crisis	2 Hours	7th January
Phase 3	Presentation	15 minutes	7th January

Phase 1: Participants will be given a project brief in the start which will contain the theme and a list of all the required features and functionality. Participants will have 8 hours to develop and deploy this application.

Phase 2: Participants will be given a 'crisis situation' and will have to modify their applications accordingly. Teams that have written modular and future proof code in Phase 1 will have an advantage here. Participants will have 2 hours to add the additional functionality that will be required as part of the crisis.

Phase 3: Participants will present their applications to a Panel of Judges. Powerpoint presentations will not be required.

Rules & Guidelines

All Participants should have an active GitHub account beforehand.

Participants must bring their own Laptops.

Teams are allowed to use any free libraries, frameworks, and languages of their choice.

Use of any CMS (e.g. WordPress, Joomla) or website builder (e.g. Shopify, Wix) is strictly forbidden.

Participants are required to build and deploy a functioning Web Application. Apps running on localhost will not be accepted.

No paid services or libraries are allowed. Using a free trial of paid services is also prohibited. Only free/no-cost plan of a paid service (e.g. Firebase) is permitted.

Internet Access will be available throughout the competition, participants are free to use any royalty-free images and fonts from the Internet.

Participants may also use StackOverflow, ChatGPT or any other resource for reference. However, blatant copying of code or plagiarism will result in immediate disqualification.

Participants may leave the lab premises during any phase, but they must deposit their laptops with the administration.

Evaluation Criteria

1. **Functionality**

- a. Implementation of required features.
- b. Performance and Compatibility.

2. **User Experience**

- a. Intuitiveness of design
- b. User Interface and design fundamentals

3. **Quality of Code Base**

- a. Readability
- b. Scalability
- c. Coding Conventions & best practices.