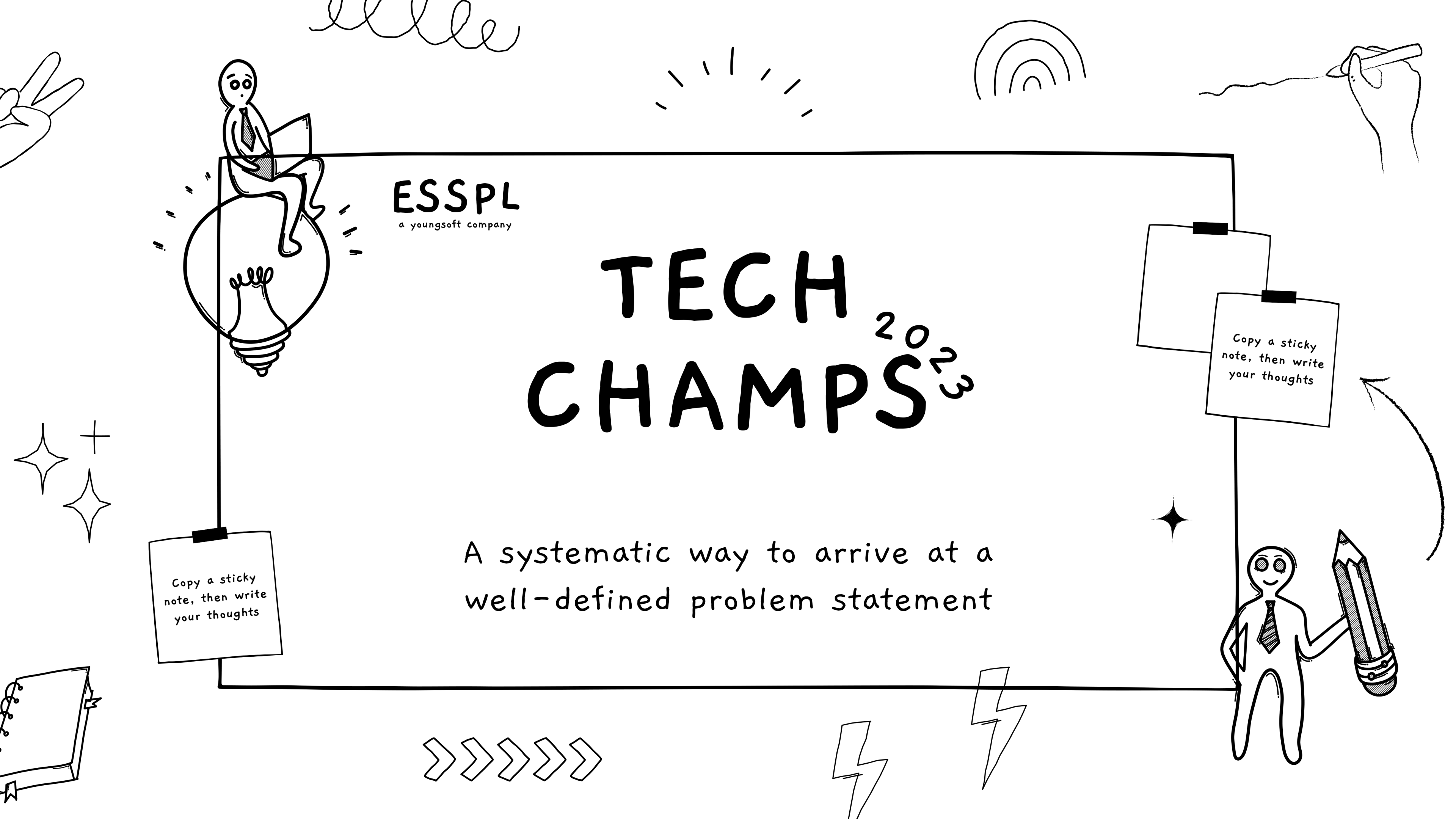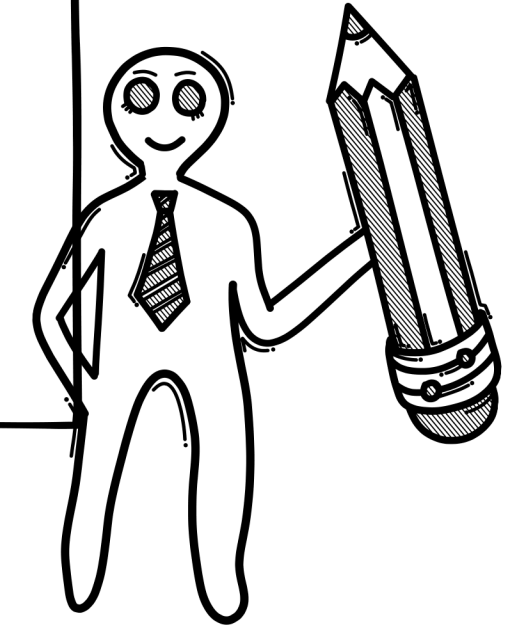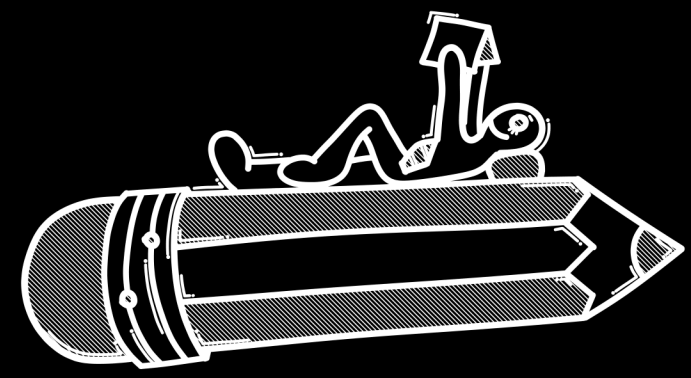ESSPL
a youngsoft company

TECH CHAMPS 2023

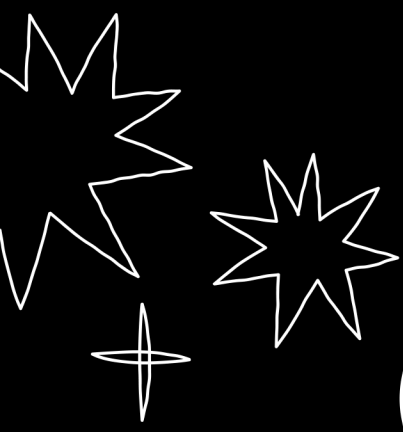A systematic way to arrive at a
well-defined problem statement

Copy a sticky note, then write your thoughts

Copy a sticky note, then write your thoughts

Event Guidelines

1 The team should have 3-4 members. (Max 4 Participants)

2 A student is only permitted to play on one team.

3 The participating pupils must not have received any disciplinary actions.

4 Teams can be formed with players from several colleges.

5 Teams should have members who are either in their third year of B.Tech or in their second or third year of MCA.
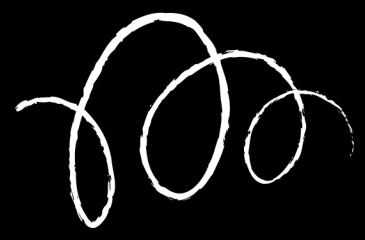
Roles & Description
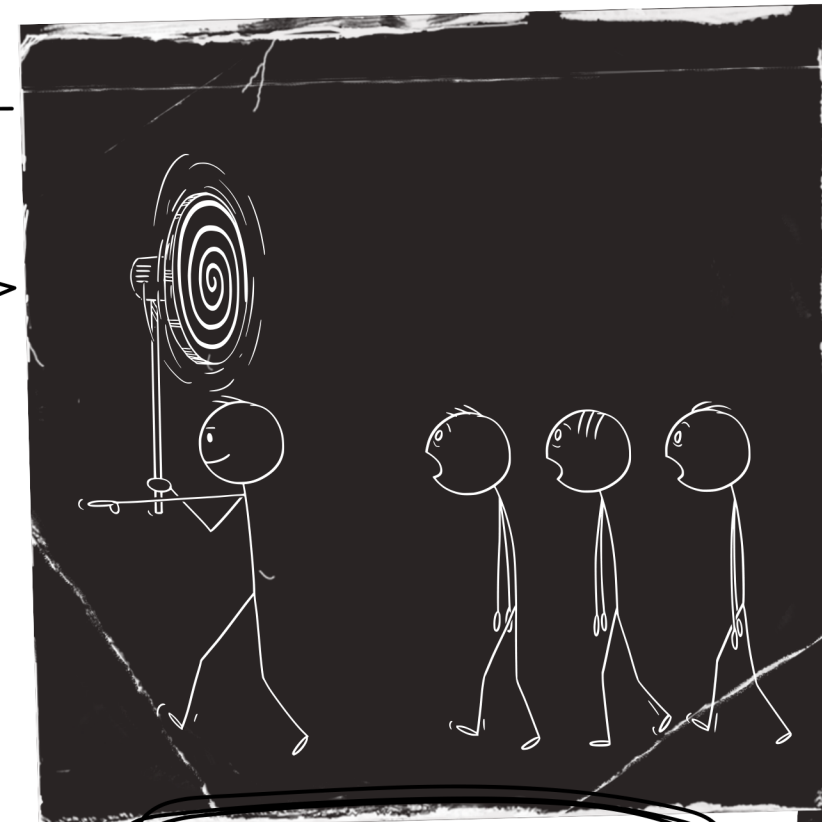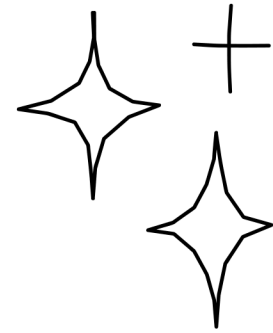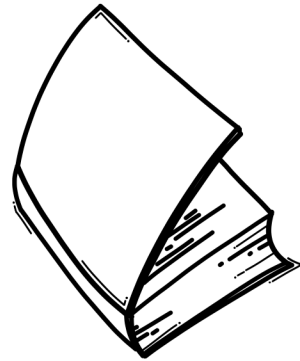
Every team should have one Team Lead.

- He/she will be the single point of contact with ESSPL.
- They need to attend Kick Off Meeting on behalf of the Team.
- All information from ESSPL will be emailed to them and he/she should be responsible for communicating with the team members.
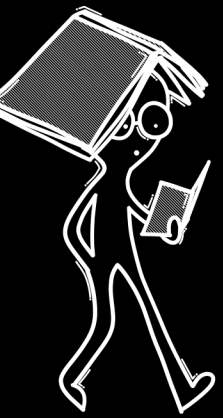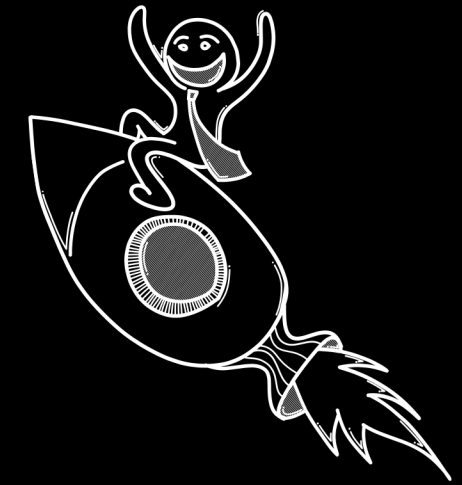
Team Lead

Team

Submission

1 No protected works of third parties should be included in the entry; the work must be original and original from no other source.

2 The protected works of third parties should not be included in the submission.
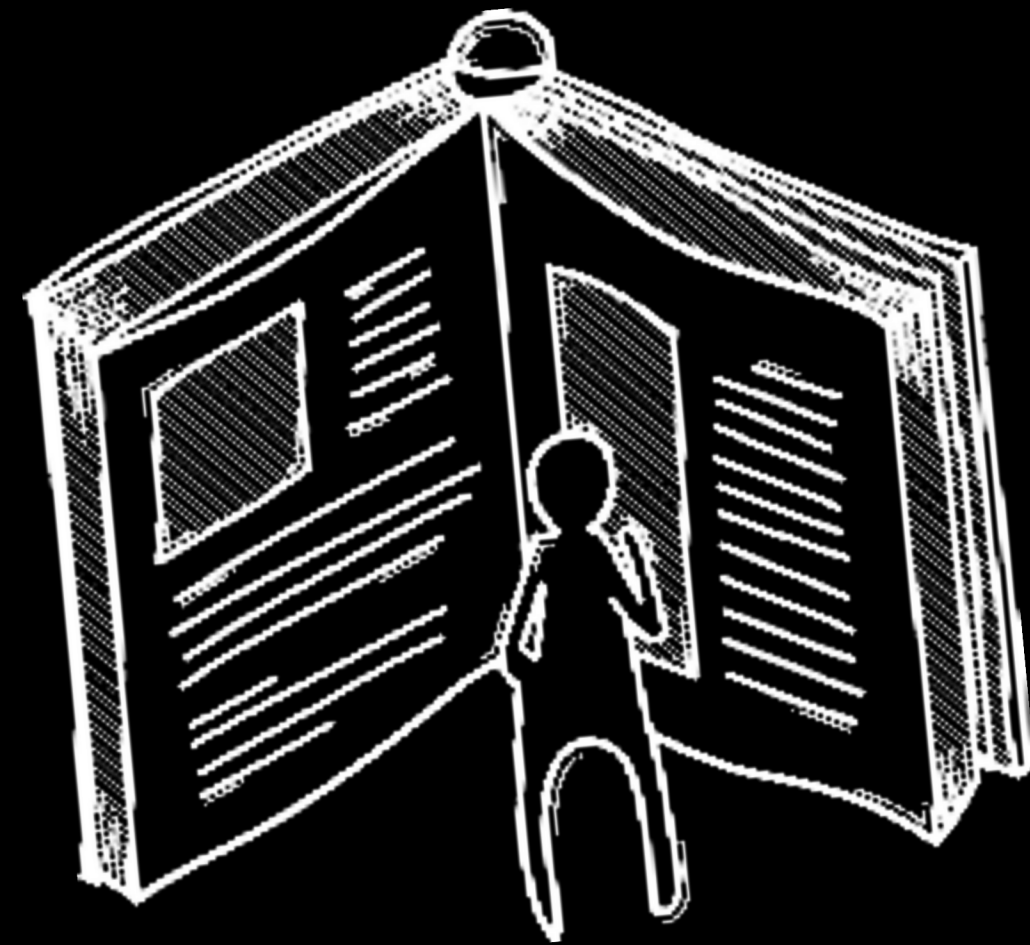
3 Failure to do so might result in the entry being eliminated from consideration for the final competition.

4 ESSPL shall not be liable for any late, lost, incomplete, illegible and misdirected entries.

5 The judges' decision would be the last word.
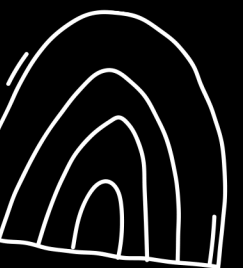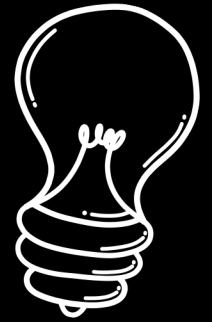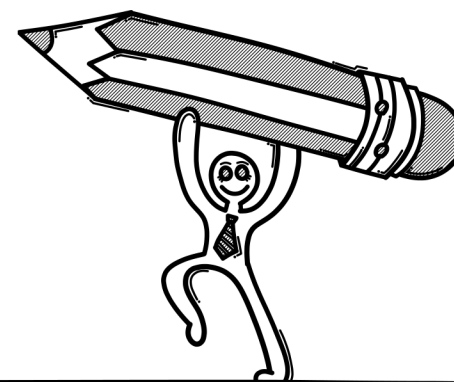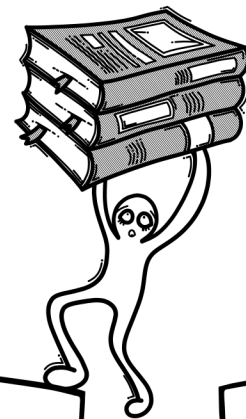
Send your works on - TechChamps@esspl.com
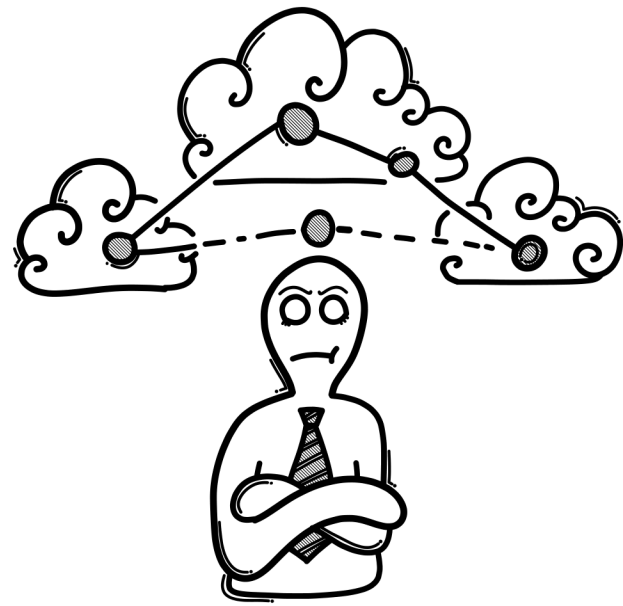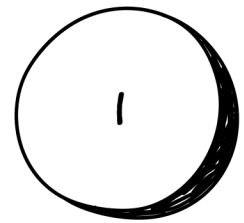
List of Deliverables:

Solution Proposal

Source Code

Installation Manual (Readme.docx)

User Manual

CHAMPS Selection

1 Pre-Kick Off
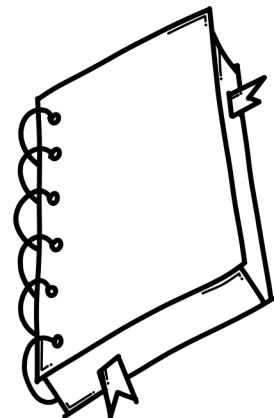
The Solution Proposal Document must be submitted by teams after registration. ESSPL will assess this, and the TOP 20 Teams will be contacted for the project kick-off meeting.
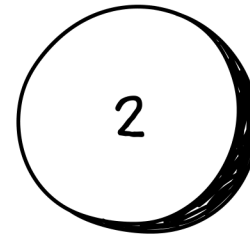
2 Post-Kick Off

Teams will return to their institutions and begin the development process after the kickoff. Projects will be submitted to ESSPL based on the submission date. After the post-project submission examination, 5 Teams will be chosen to participate in the final presentation round. On the Grand Finale, the chosen teams will show their work to the judges.
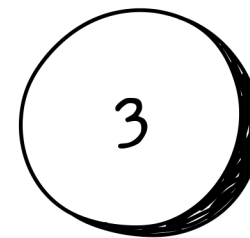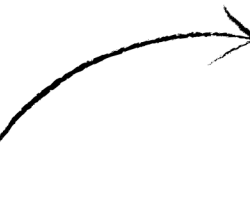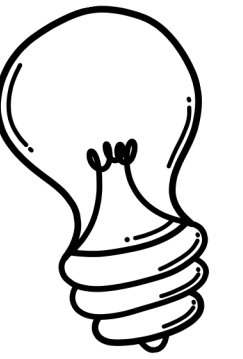
3 The Grand FINALE

Teams should arrive prepared with all the necessary materials to show and demonstrate the created application. The Grand Finale site should be reached by the participating teams on their own. Based on their effort and the demonstration they gave to the judges at the grand finale, the Tech Champ will be chosen.
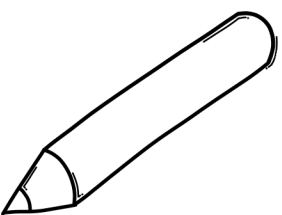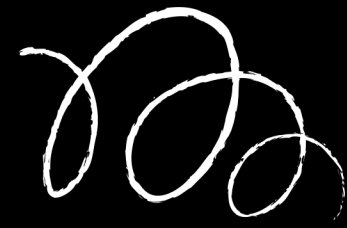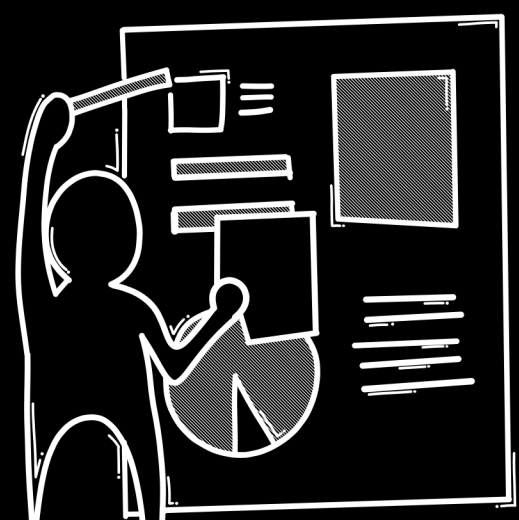
Coding Evaluation Criteria

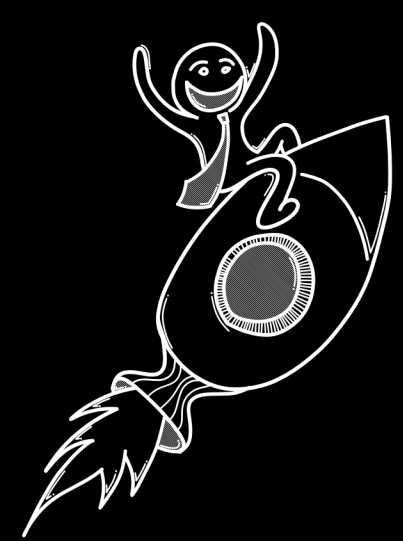|	
Functional Coverage Percentage	40
Code quality-Defects per line of code (LOC)	10
Code quality-Coding Standard	10
Application Performance	10
Usability-User friendly experience	20
Quality of Documentation	10

Presentation Evaluation Criteria
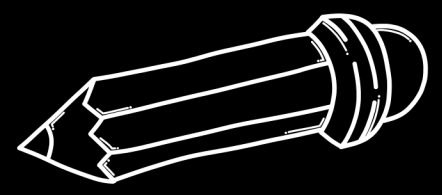
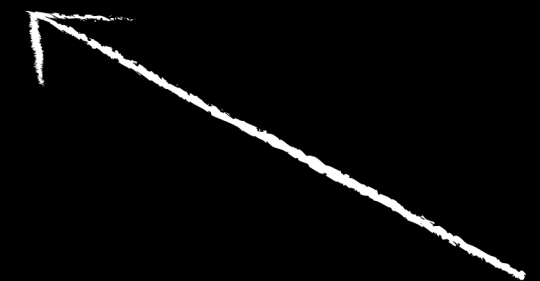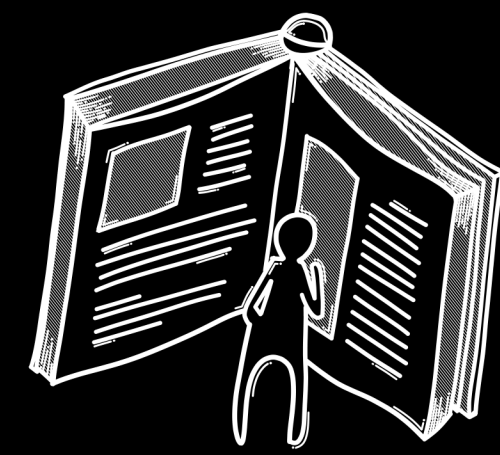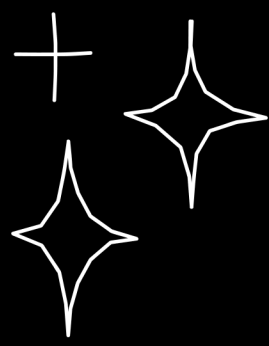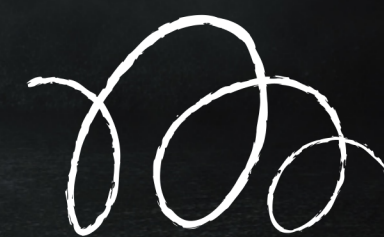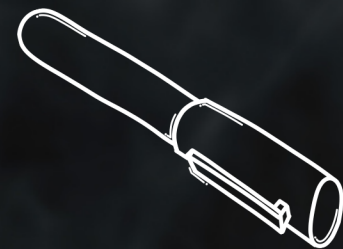|	
Presentation Skill	
Clarity of thoughts/Objective	30
Time Management	40
QnA	20
	10
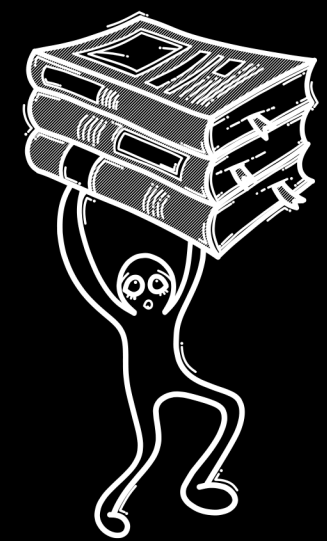
It's brainstorming time!
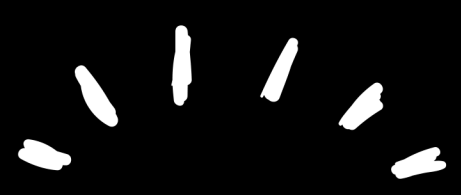
Are you ready?

EXCITING CASH PRIZES UP TO ₹1,00,000*/-

Thank you for your time!

still have any doubt?

you can reach us at TechChamps@esspl.com