IPSC IT FEST 2026

Support Material

Hackathon

Sections 33 and 35, and Do’s & Don’ts, of the Hackathon Rulebook

The Doon School

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33. Competition Flow

The intended progression of the Hackathon is:

1. Registration
2. Opening Ceremony
3. Cross-School Company Formation
4. CEO / CTO / CMO Appointment
5. Problem Statement Release
6. Problem Analysis & Ideation
7. Prototype Development
8. Testing & Iteration
9. Business & Financial Planning
10. Marketing Strategy Development
11. Final Submission
12. 15-Minute Corporate Pitch
13. Question & Answer Session
14. Judging & Score Consolidation

15. Results & Closing Ceremony

Stage	Responsible
Opening Ceremony (triggers Company formation)	Organisers
Company formation and leadership appointment	Companies
Problem Statement release	Organisers
Development Period (prototype, business strategy, marketing strategy)	Companies
Corporate Pitch	Companies
Q&A	Judging Panel
Scoring and results	Judging Panel

35. The Standard for a Winning Company

A winning Company should demonstrate that it can answer three fundamental questions convincingly:

Can you build it? The Company has developed a functional, reliable, well-designed and technically justified solution.

Can you sell it? The Company understands its users, market, competitors, value proposition and route to adoption.

Can you sustain it? The Company has a realistic business model, defensible financial assumptions and a credible path towards operational and financial sustainability.

The final distinction between Companies should not be based simply on who has the most impressive code or the most polished presentation. It should be based on which Company has best transformed a problem into a solution that works, matters, can reach its users and could realistically exist beyond the Hackathon.

Do’s & Don’ts

Participants MAY	Participants MAY NOT
Use permitted programming languages and frameworks	Bring a pre-built solution to the Problem Statement
Use permitted AI tools	Conceal significant AI assistance
Use internet research	Use prohibited external assistance
Conduct competitor and market research	Ask non-participants to develop or debug
Use permitted APIs and libraries	Plagiarise another Company’s work
Develop software solutions	Access another Company’s files or devices
Develop hardware solutions	Interfere with another Company’s prototype
Use available fabrication facilities	Use unsafe equipment or construction
Divide work among Company Members	Outsource work
Test and iterate their prototype	Misrepresent simulated functionality as implemented functionality
Develop financial projections	Fabricate evidence or financial data
Create branding and promotional material	Use mobile phones/personal hotspots where prohibited
Use AI for legitimate assistance	Claim understanding of code they cannot explain