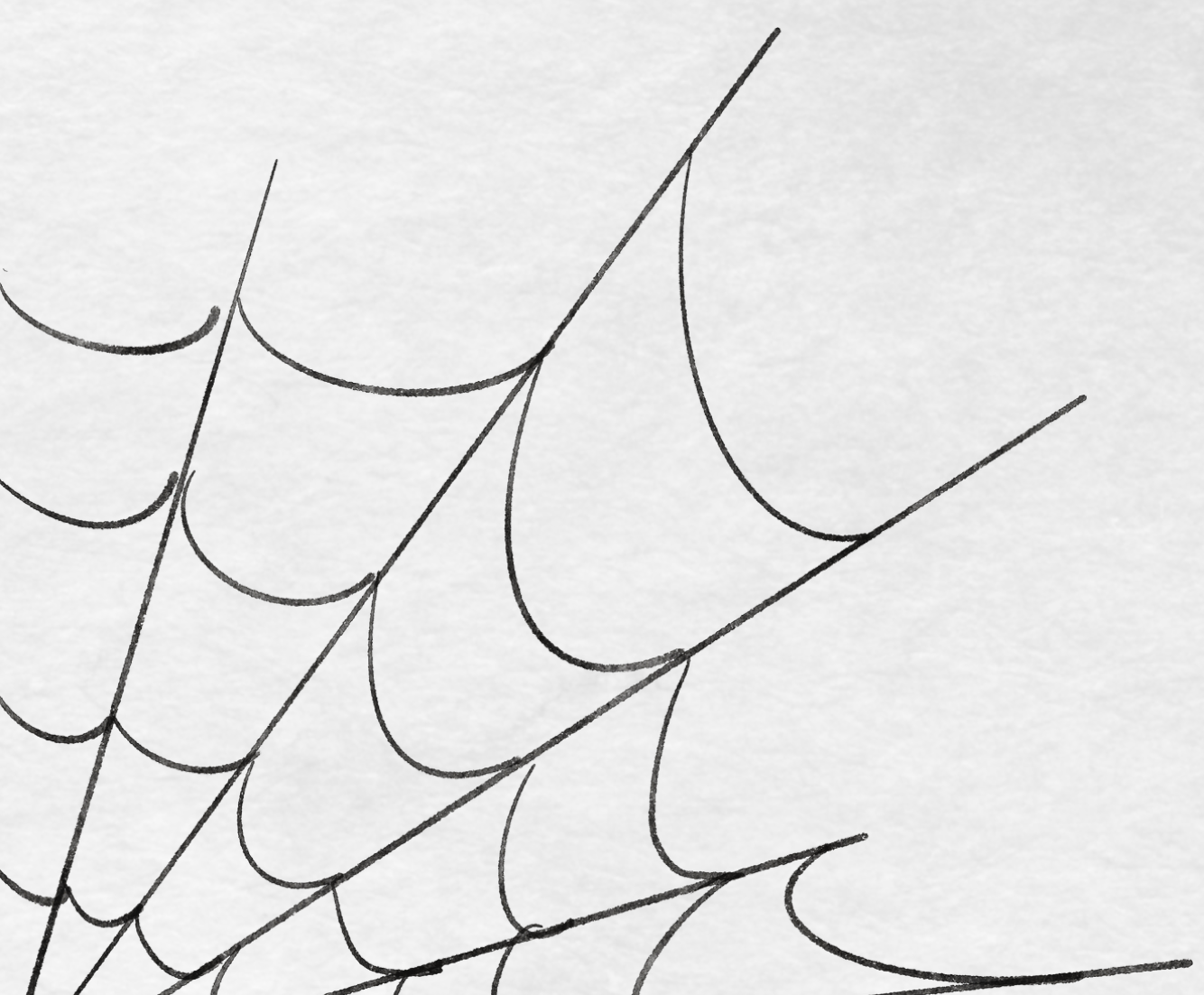
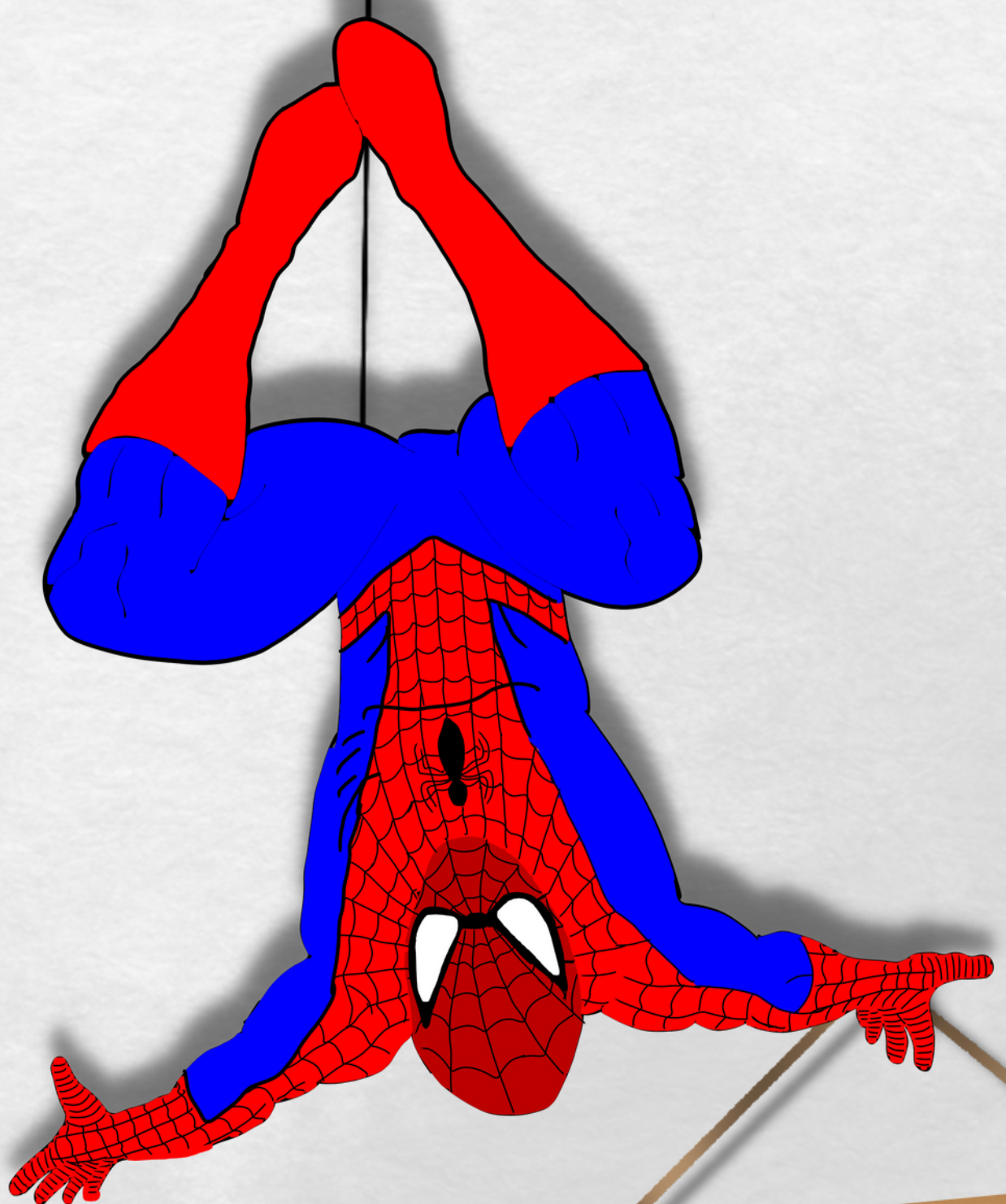
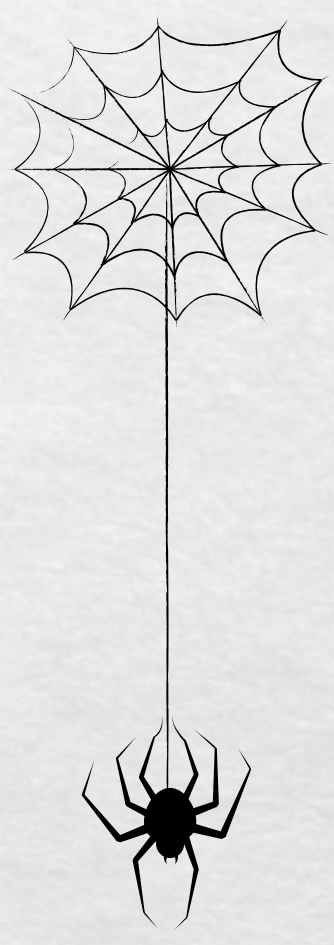
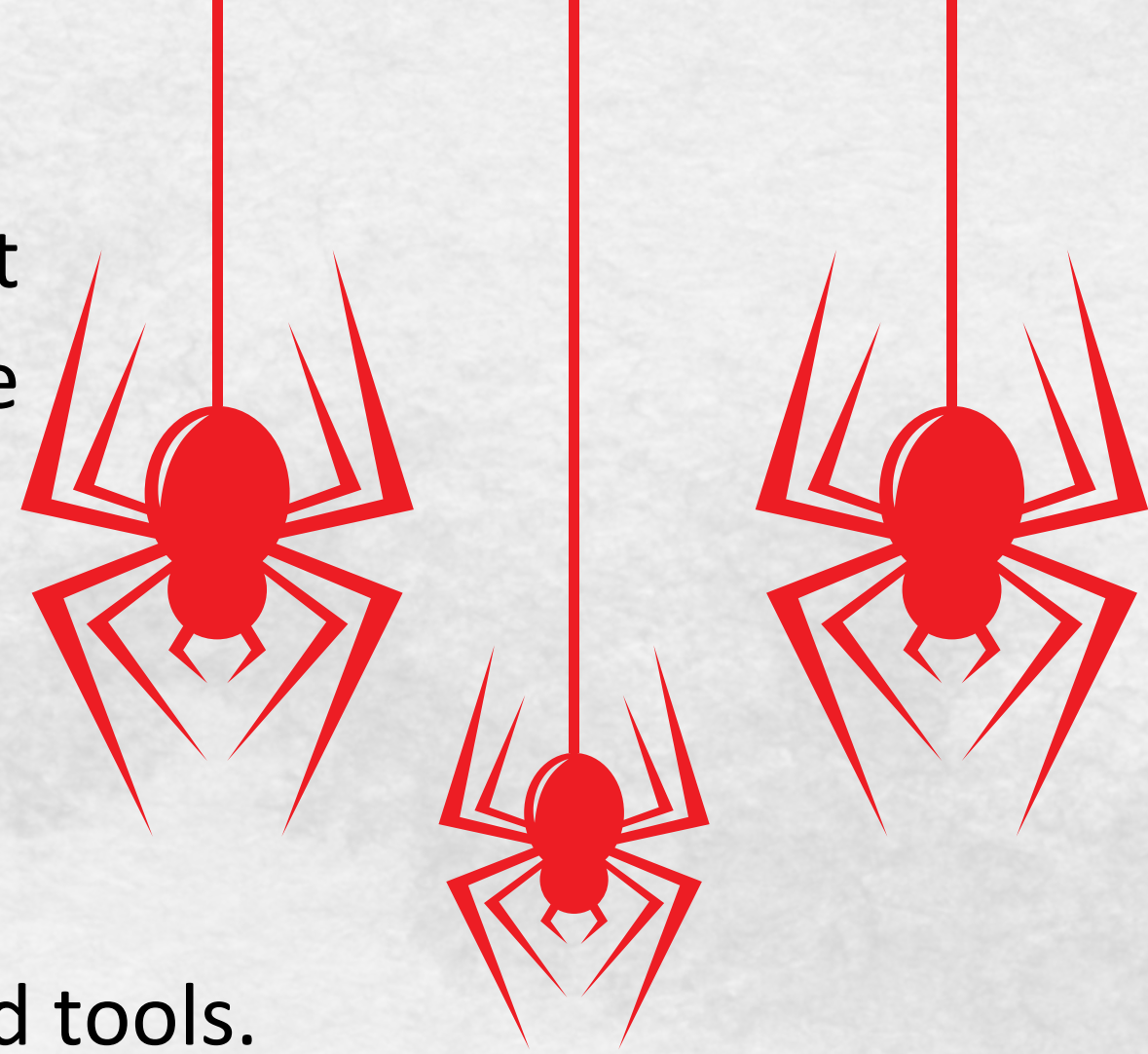


WEBVERSE



Objective

Team has to build a clean website with great creativity on a given theme within the time limit.



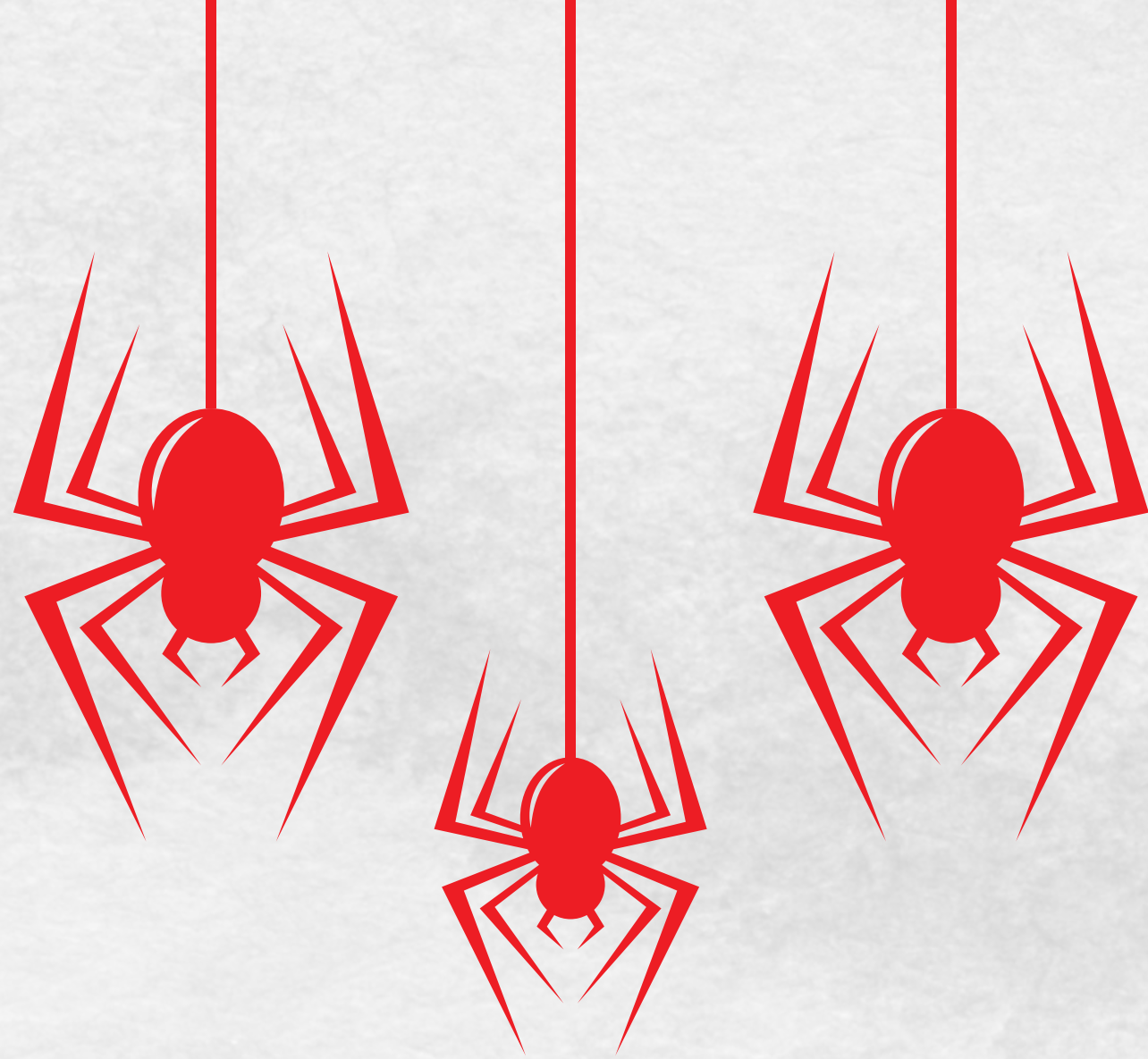
Instructions and Rules

- Participants should bring their own PC.
- Participants can use the internet for ideas and tools.
- Participants cannot copy any ready made website or components from the internet.
- The website should be completed within the time limit.
- Every link used for ideas and tools should be mentioned and shown to the judges at the end.
- Create a bookmark folder at the start of the competition and save every website used in that folder. The top teams selected will have to show that to the judge, along with every other element (how it was built and the idea behind it).
- There is no need to save links for images/videos used.
- Tools like chat GPT or any AI are not allowed.
- A theme will be given to participants, and it could be of any type (commerce website, game, portfolio, etc.).
- The website should match the theme.
- Extra details and animations will be taken into consideration while giving points, but participants should be aware not to use so many animated elements that it becomes a mess.
- Overall, a clean website, animations, design, concepts, elements, and presenting all of these on the website are the key to scoring maximum points.
- If the Team brings their 2 separate pc then they can install "Live Share" Extension on vscode and code together on vscode



TEAM SPECIFICATIONS

A team may consist of 1 to maximum of 2 members



ELIGIBILITY

All students with a valid identity card of invited colleges as well as Shri Guru Gobind Singhji Institute of Engineering And Technology are eligible to participate.



NOTE

- **The organizer reserves the right to modify any rules at any time, and the final decision is solely at the discretion of the organizer, and no arguments will be entertained.**
- **Any participant found to be in violation of the above rules will be disqualified.**