



## IoT PATRONS

### Task

Teams must build a smart home solution for enhancing security and optimized energy consumption. Example (Door Locking, Air Conditioning, Water Heater, LPG Leakage, etc)

### Event Rules

- A team of minimum 2 and maximum 4 participants are allowed
- Team members have to present a Working prototype
- Teams can use plug and play devices
- Mobile Application which will act as a controller of the IoT Solution is to be developed

### Judging Criteria

- Prototypes would be checked for real life application areas
- Minimum cost incurred on a working prototype would be an added advantage
- More the number of devices connected via IOT, more will be the score of the team
- Any team going against sportsman spirit is eligible for disqualification from the competition
- Organizers reserve the right to disqualify any team indulging in misbehavior or violating any rules.
- Any team that is not ready at the specified time will be disqualified from the competition automatically.
- The time and points measured by the organizers will be final and will be used for scoring the teams.
- Time and points measured by any contestant by any means will not be accepted for scoring.
- In case of any disputes/discrepancies, the organizers' decision will be final and binding.
- The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams.

### Faculty Coordinator Details

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