ATLÂNTIA STEM OLYMPIAD

2026

SUB-CATEGORY 03.D · CODING & ARTIFICIAL INTELLIGENCE

SOFTWARE PROJECTS

Desktop · Web · Systems Engineering

— OFFICIAL RULEBOOK —

CATEGORY	EDITION	VERSION
03	2026	1.0

SUB-CATEGORY 03.D ATLÂNTIA STEM OLYMPIAD 2026

SOFTWARE PROJECTS

Official Rulebook · 2026 Edition

01 INTRODUCTION & OBJECTIVES

The Software Projects sub-category challenges students to develop comprehensive software applications using programming languages such as Python, C++, Java, or similar. The objective is to solve real-world problems through efficient, scalable, and user-friendly software solutions.

02 PROJECT REQUIREMENTS

Each submitted project must meet the following baseline requirements:

- The software must be functional and compile/run without major errors.
- Projects can be desktop applications, web platforms, or systemic tools.
- Code must be well-documented and follow standard software engineering principles.
- A clear use-case and target audience must be identified.

03 SUBMISSION GUIDELINES

Follow these steps carefully when preparing your submission:

01	All projects must be submitted through the official Atlântia STEM Olympiad portal.
02	A technical report (max 10 pages) detailing the problem, solution, and methodology is required.
03	Source code must be provided via a public or private repository link (e.g., GitHub) with clear execution instructions in a README file.
04	A 3-minute video presentation demonstrating the project in action must be submitted.

04 EVALUATION CRITERIA

Projects will be evaluated by an expert jury based on the following weighted metrics:

Criterion	Description	Points
Functionality & Stability	Does the software run as intended without crashing?	**30** pts
Innovation & Originality	Is the solution unique or does it significantly improve an existing idea?	**25** pts
Code Quality & Architecture	Is the code clean, modular, and well-documented?	**25** pts
User Experience / Utility	Is the software easy to use and genuinely helpful?	**20** pts
TOTAL	*Maximum achievable score*	**100** pts

05 RULES & CODE OF CONDUCT

All participants are bound by the principles below:

Originality	All work must be the original creation of the participating student or team. Plagiarism will result in immediate disqualification.
Team Size	Projects can be submitted individually or in teams of up to 3 members.
Open Source & Assets	The use of open-source libraries and pre-existing assets is permitted provided they are properly credited and do not constitute the core innovation of the project.
Deadlines	Late submissions will not be accepted under any circumstances.

GOOD LUCK & BUILD SOMETHING REMARKABLE

For questions, contact the official Atlântia STEM Olympiad organising committee.