CONFIGURE

# Official Rules

Build a real-time mobility solution on Condense in 48 hours, from anywhere in the world.

BY : Condense × Bosch Mobility Platforms & Solutions

| Kickoff | Build | Submit by | Winners |
|---|---|---|---|
| **Fri 27 Nov** | **28–29 Nov** | **Sun 29 Nov** | **By Wed 2 Dec** |
| 9:30 PM IST | Sat–Sun · 48 hours | 11:59 PM IST | On Discord and by email |

$3,000 CASH PRIZE POOL · TEAMS OF 1-3 · FREE TO ENTER
AGES 18+ · ONLINE ON DISCORD · WWW.CONDENSE.IO/CONFIGURE-2026

# Contents

CONFIGURE

Everything you need to know to take part in Configure 2026: who can enter, what to build, how to submit and how winners are chosen. Read it in full before kickoff.


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## 01 At a glance

Build a real-time mobility solution on Condense in 48 hours, online, over the weekend of 28–29 November 2026. These rules cover who can enter, what to build, how to submit and how winners are chosen.

| | | |
|---|---|---|
| **Format**<br>Online, 48-hour build, run on Discord | **Kickoff**<br>Friday 27 November 2026, 9:30 PM IST onwards | **Build window**<br>Sat 28 Nov, 12:00 AM IST to Sun 29 Nov, 11:59 PM IST |
| **Teams**<br>1 to 3 members; solo entries welcome | **Who can enter**<br>Students, working professionals and early-stage startups, aged 18+ | **Entry fee**<br>Free |
| **Prizes**<br>$3,000 cash prize pool, plus an option for an internship at Zeliot & Bosch (details will be announced on Discord) | **Must use**<br>Condense for your real-time data pipeline | **Organizers**<br>Zeliot (makers of Condense) and Bosch Mobility Platforms & Solutions |

## 02 Key dates

| | |
|---|---|
| By Thu 26 Nov | **Register your team**<br>The team leader registers everyone in one form at www.condense.io/configure-2026. |
| Thu 26 Nov | **Environment check**<br>Sign in, run the sample pipeline and test topic access. |
| Fri 27 Nov · 9:30 PM IST | **Kickoff webinar**<br>Recorded, so you can watch it later. |
| Sat 28 Nov · 12:00 AM IST | **Build window opens**<br>48 hours to build your backend and pipeline. |
| Sun 29 Nov · 11:59 PM IST | **Submissions close**<br>The time the form records your response is what counts. |
| By Wed 2 Dec | **Winners announced**<br>On Discord and by email. |
| 48 hours after results | **Corrections window**<br>Report arithmetic errors, conflicts or mix-ups. |

Registration dates and the results date may change; any change is announced on Discord and by email.

## 03 The challenge

Build a real-time data pipeline and application that solves a real problem in mobility, with Condense as your streaming backbone.

Pick one of these domains, or bring your own mobility idea:

- Fleet management and tracking
- Vehicle health and predictive maintenance
- Geofencing and real-time alerts
- EV battery and charging intelligence
- Driver behavior and safety
- Logistics and last-mile optimization
- Connected vehicle insights
- Traffic and congestion intelligence
- Any other mobility use case that benefits from real-time streaming

Suggested use cases will be published before kickoff.

**Every project must :**

- 01 **Run its pipeline on Condense**
  Ingestion, processing, transformation and routing run on Condense.
- 02 **Solve a mobility problem**
  A clear mobility problem for a defined user.
- 03 **Show real-time behavior**
  Offline or batch-only solutions do not qualify.
- 04 **Stay in a sandbox**
  Use synthetic or licensed data. Never control real vehicles, change safety-critical settings or touch live infrastructure.

Your frontend, dashboards, apps and AI components can use any technology and be hosted anywhere.

## 04 Who can take part

The hackathon is open to students, working professionals and early-stage startups aged 18 or over, from anywhere in the world. Entry is free.

You cannot compete if you are an employee of Zeliot or Bosch MPS, or a judge or mentor of this hackathon. Employees of other Bosch group companies are welcome to take part.

When you register, tell us about any relationship with a judge, mentor or organizer. Register truthfully: false information can lead to disqualification.

**Taking part does not guarantee a job, internship, investment or a place at the Bosch MPS Hackathon.**

# 05 Teams and registration

Teams have 1 to 3 members. You can enter solo as a one-member team. Each person can be in one team only, and each team submits one project.

Every team has a leader who registers the team, receives notices, requests resources and submits the final project. Pick a unique, respectful team name that does not suggest sponsorship by any company.

### How to register

The team leader fills in one form for the whole team at **www.condense.io/configure-2026** by **26 November 2026**. You will need:

- Team name and team size
- For every member: full name, email, phone number and location
- Organization or college, and your mobility area of interest
- Eligibility declarations, including any relationship with judges, mentors or organizers
- Agreement to these rules and the Code of Conduct

You will get a confirmation email with your **team ID**, a Discord invite and a link to these rules.

### Changing your team

Before kickoff, ask the organizers to add or remove a member; the affected member must agree. Teams lock at kickoff. After that, members can leave, but no one can join.

Registering more than once, using multiple identities or splitting a team to get extra resources is not allowed.

# 06 Discord and staying informed

The hackathon runs on Discord, so every team member must join. Your invite comes in the confirmation email.

`#announcements`
Official updates, deadlines and the submission form link.

`#rules`
These rules.

`#general-queries`
Questions about registration, the rules and the event.

`#condense-help`
Technical help during the event.

`Team voice channels`
Each team gets its own private voice channel to work together.

Important notices, such as deadlines, rule changes, extensions and results, also go out by email.

The kickoff webinar on Friday 27 November is recorded, so you can watch it later if you can't join live. Guides, FAQs and these rules go live before the hackathon starts.

Only official announcements count. A private message from anyone, including organizers or mentors, does not change these rules.

# 07 Getting set up on Condense

Your team gets its own Condense workspace, named after your team, that only your members can access. You'll receive access instructions before kickoff. Everyone uses their own account; never share passwords.

### Environment check (26 November)

Before kickoff, every team signs in, confirms it is in the right workspace, runs the sample pipeline and tests topic access. Teams that haven't passed the check can't start until it's fixed, so do it early.

### Kafka

A shared Condense-managed Kafka cluster is provided, so you don't need your own. Each team gets a login to the Kafka management portal, where you create and manage your own topics and other Kafka resources. Keep the login within your team.

Your team's access is controlled by an ACL with full permissions on every resource whose name starts with your team name. Use your team prefix for every topic, consumer group and other resource you create, for example `byte-runners.gps-events`. Your login can't create or access anything outside your prefix, including other teams' resources. We'll confirm your exact prefix with your login details.

Want to connect your own Kafka or another message queue? Get approval before kickoff; your core pipeline must still run on Condense.

Usage limits (topics, partitions, message size, retention and throughput) are published before kickoff.

### Starter kit

You'll get a getting-started guide, sample vehicle telemetry, GPS and CAN-like data generators, sample pipelines, architecture patterns for common mobility use cases and an FAQ.

### Fair use

The shared cluster is for everyone. Do not access other teams' topics, bypass access controls, create unauthorized topics, run uncontrolled load tests, mine crypto or run unrelated workloads. Organizers may throttle a workload that affects others.

### After the event

You keep your Condense account. Temporary hackathon resources, such as shared-cluster topics, are removed with 7 days' notice so you can export what you need.

## 08 Build rules

Your project's backend and pipeline must be built during the 48-hour window. Frontend work can be reused, as long as you say so.

### You can

- Use prebuilt frontend code, UI templates and frameworks, disclosed in your submission
- Use general-purpose libraries, SDKs, connectors and the organizers' starter templates, disclosed
- Use any frontend stack and host it anywhere
- Use AI coding, research, design and writing tools, disclosed
- Keep your repository private during the build, then make it public before you submit

### You can't

- Use a prebuilt project backend, or a renamed or lightly modified one
- Start your project's backend or pipeline before the build window opens
- Submit an offline or batch-only solution
- Fake the Condense part with a decorative connection or screenshots instead of a running pipeline
- Copy another team's work or fake your commit history

Keep your real commit history, name the authors and list any code, data or models you reused.

### AI tools

Say which tools you used, what they produced and how you checked it. You're responsible for everything you submit. Never paste event credentials, other teams' code or personal data into an AI tool.

### Mentors

Mentors explain concepts, help you troubleshoot and review your approach. They won't write your code. If you get substantial help from anyone outside your team, say so in your submission.

## 09 Getting help during the build

Ask in `#condense-help` on Discord. To get a fast answer, include your team ID, workspace or topic name, what's wrong and how it affects you, the error text, when it happened and the steps to reproduce it. Never post passwords, tokens or personal details, including in screenshots.

Condense engineers handle platform issues, and mobility mentors help with your use case. During staffed hours, we aim to:

| 30 min | 2 h | 4 h |
| --- | --- | --- |
| to respond to platform-wide issues | to respond to routine questions | to assign a mentor |

These are targets, not guarantees. Asking for help does not pause the clock. Answers that help everyone are shared in the channel, so every team gets the same information.

### If the platform goes down

If a Condense, shared Kafka or submission form outage blocks building or submitting, organizers may extend the deadline equally for all teams. Any extension is announced on Discord and by email. Problems with your own device, internet or self-hosted services don't qualify, and there are no private extensions.

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## 10 What to submit and how

**Deadline: Sunday 29 November 2026, 11:59 PM IST.** The time the form records your response is what counts, so submit early.

The team leader submits through the official Google Form, pinned in `#announcements`. Posting files or links in Discord is not a submission. We'll post reminders 24 hours, 6 hours and 1 hour before the deadline.

### Your submission must include

01 Team ID, team name, final team members and the leader's contact

02 Project title, short description, target user and the mobility problem you solve

03 A link to your Condense pipeline, or clear instructions for judge access

04 An architecture diagram showing your data sources, Kafka or queue, Condense stages, outputs, app and any external services

05 A demo video of up to 5 minutes, on a link judges can open

06 Your public GitHub repository URL and the full commit SHA you want judged

07 A README with setup steps, dependencies, configuration variables (without secret values), your data generator and how to reproduce your demo

08 A write-up of the problem, your solution, how you used Condense, your tech stack, challenges, limitations and next steps

09 Declarations of reused code and assets, licenses, AI tools and outside help

10 Optional: a link to your live app

The demo video and Git repository are both required; one can't replace the other.

**Your demo video** should show the mobility scenario, the input events, your Condense pipeline running, the transformed output and what the user sees. Say which parts are simulated.

**Your repository must be public by the deadline** and stay public at least until winners are announced. A private or unreachable repository makes your submission incomplete.

### Before you submit

01 Remove API keys, tokens, passwords and personal data from your code. Revoke any key that was ever committed: making a repository public also publishes its commit history.

02 Add a LICENSE file with the MIT License, the Apache License 2.0, or another permissive open-source license approved by the organizers.

03 Make the repository public, then open it in a private browser window to check it loads.

04 Check that your video, pipeline and diagram links open for someone outside your team.

Never put passwords in the form. Share access to your Condense pipeline securely, as described in your README.

You can resubmit before the deadline, and your latest complete submission counts. You'll get a receipt with your submission ID, timestamp, commit SHA and whether your submission is complete.

### After the deadline

We judge the commit SHA you submitted, and later commits aren't considered. Don't replace your video or change how your live app behaves. If we ask for clarification, you have 24 hours to fix access or explain your work, but you can't add features or a missing video or repository.

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## 11 Share what you built

We'd love to see you post about the hackathon on social media, both when you register and once you've submitted. Posting is optional and never affects judging.

### In your project post, include

- What you built, the mobility problem it solves and how Condense powers it
- A short clip or screenshot from your demo
- Your teammates, if they're happy to be tagged
- The hashtag **#Configure26**
- Zeliot on LinkedIn (RealZeliot) and Condense on Instagram (@condense.io)

Share only what you're comfortable making public. Never post credentials, private data, other people's contact details or another team's work. We may reshare your post on Condense channels.

### Rewards for posting

The rewards for each type of post will be announced on Discord.

| POST | WHEN |
|---|---|
| **Post when you register** | Share that you're taking part, before kickoff on 27 November |
| **Post about your project** | After you submit, share what you built |
| **Best post** | The organizers pick the post that best explains what was built and shows the demo |

A post counts if it's public, made by a registered team member before, during or after the hackathon, and includes the hashtag and tags above. Each team can earn each reward once.

Best post is judged on how clearly the post explains the project, not on likes, shares or follower count. Buying likes, followers or shares disqualifies the post.

Because posts can earn a reward, mention that yours is part of the hackathon; the hashtag does this. Posting rewards are delivered with the other prizes, on the same terms.

## 12 Judging

We first check every entry for eligibility, completeness, judge access and that the pipeline runs on Condense. A panel of judges, listed at www.condense.io/configure-2026, then scores eligible entries against the criteria below.

**Winners will be announced by Wednesday 2 December 2026.**

| | |
|---|---|
| **Effective use of Condense**<br>Running pipelines, transforms, connectors and real-time behavior | 30% |
| **Mobility relevance and impact**<br>A clear mobility problem and a useful outcome for the target user | 25% |
| **Technical completeness**<br>A working, reproducible, end-to-end solution | 20% |
| **Innovation and creativity**<br>An original approach, beyond a basic example | 15% |
| **Presentation and clarity**<br>A clear demo, architecture and documentation, with honest limitations | 10% |

Each square is 5% of the score.

Each criterion is scored 0 to 5 and weighted to a total out of 100. Ties go to the higher Condense score, then mobility, then technical completeness.

Judges declare any conflicts of interest and don't score entries they are connected to. They judge only what you submitted by the deadline. These criteria won't change after submissions open.

## 13 Prizes and recognition

$3,000

total cash prize pool

**Certificates.** Every verified member of a team with a valid submission gets a submission certificate.

**Showcase.** Top projects may be featured on Condense and Bosch channels, with your consent. Teams can also earn rewards for posting about the hackathon (see Share what you built). Any other benefits, such as Condense credits or swag, will be announced on Discord.

### Getting paid

Winners are contacted within 5 working days of results. Prizes are paid within 30 days of receiving your complete payment details, after the 48-hour corrections window closes. Prizes are subject to applicable taxes, and payment details are collected privately.

## 14 Code of conduct, safety and data

Be respectful to everyone: participants, mentors, judges and organizers. Harassment, discrimination, threats, sexual misconduct, doxxing, deliberate disruption, plagiarism and unauthorized access are not tolerated. This applies on Discord, on calls, in repositories and in private messages. No spam or selling.

### Reporting

Report concerns privately to sachin@zeliot.in, with links and timestamps if you have them. Reports are seen only by the people who need to handle them. Retaliating against someone who reports is a separate violation.

Depending on what happened, we may issue a warning, remove content, restrict access, disqualify a team or remove someone from the event.

### Security

If you find a vulnerability, report it privately to sachin@zeliot.in. Don't exploit it, probe unrelated systems or publish it. If a secret such as a token is exposed, revoke it immediately and tell us.

### Data

Use synthetic or licensed data. Don't use real people's location histories or other personal data without documented permission.

### Accessibility

If you need an accommodation, contact sachin@zeliot.in. Requests are handled privately.

## 15 Your project, IP and privacy

**You own your project.** You keep full ownership of everything you build. By submitting, each team member grants Zeliot Connected Services Pvt Ltd and Bosch Mobility Platforms & Solutions (Bosch MPS) the limited license below, so we can judge and showcase your work.

### What the license covers

A worldwide, non-exclusive, royalty-free license to:

- Review, run and test your submission to judge it
- List your project name, description, team members' names and links in the showcase repository, results announcements and event recaps
- With your consent, feature your project, demo video and screenshots on Condense and Bosch websites and social channels, including in case studies, blog posts and video clips

### How long it lasts

The judging rights last until results are final. The showcase and promotion rights last 24 months from the results announcement.

### What it doesn't allow

The license doesn't transfer ownership, let us sell or license your project to anyone else, or let us present your work as ours. We won't edit your demo or write-up in a way that changes its meaning. Your code is covered by the open-source license you choose, not by this license.

### Withdrawing

You can ask us to stop using your project in new promotional material at any time by emailing sachin@zeliot.in. We'll stop within 30 days and remove your project from the showcase repository on request. We can't recall material that's already published, and we keep judging records and results.

### Your code

Your submission's code must be public on GitHub by the submission deadline, under the MIT License, the Apache License 2.0 or another permissive open-source license approved by the organizers. Only submit work and assets you have the right to use, and list third-party code, templates, models, datasets and media with their licenses.

### Your promises

By submitting, you confirm that your team has the right to submit everything in it, that it doesn't infringe anyone else's rights, and that every team member has agreed to these rules.

### Your data

We use the details in your registration form to run the event, verify eligibility, contact you about the hackathon and pay prizes. Only organizers who need your details can see them, and they are never posted publicly. If your team is invited to the Bosch MPS Hackathon, we share your details with Bosch MPS only with your consent.

After the event, we keep your registration and support data to send you Condense product and marketing emails, if you agreed to this when you registered. Every email has an unsubscribe link, and unsubscribing stops these emails. If you didn't agree, we delete or anonymize your data 90 days after prizes are paid, except records required for tax or disputes.

The data controller is Zeliot Connected Services Pvt Ltd. For questions or requests about your data, including access, correction or deletion, contact sachin@zeliot.in.

### Governing law

These rules are governed by the laws of India, and the courts of Bengaluru have exclusive jurisdiction.

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## 16 Disqualification, corrections and rule changes

A team can be disqualified for fraud, ineligible members, a prebuilt backend, plagiarism, secret outside help, false declarations, tampering with timestamps, unauthorized access, abusing shared resources or serious conduct breaches.

We'll tell you what we found and give you a chance to respond, unless we must act immediately for safety. Any outcome matches the evidence and how serious the issue is.

### Corrections

Within 48 hours of results, a team leader can report an arithmetic error, an undeclared judge conflict, wrong eligibility evidence or a mix-up in submitted materials. Someone who wasn't part of the original decision reviews it within 3 working days. Disagreeing with a judge's opinion isn't grounds for a correction.

### Rule changes

Any change is announced on Discord and by email, with a new version number and date. Changes won't penalize work you've already done.

## 17 FAQ

- **Can I take part on my own?**
  Yes. A solo entrant is a one-member team.
- **Is there an entry fee?**
  No, entry is free.
- **Do I need a Discord account?**
  Yes. The hackathon runs on Discord, so every team member must join.
- **Do I need my own Kafka cluster?**
  No. A shared Condense-managed cluster is provided. You can connect your own Kafka with approval before kickoff.
- **Can I reuse code I wrote before the hackathon?**
  Frontend code, yes, if you disclose it. Your project's backend and pipeline must be built during the 48-hour window.
- **Can I use AI tools like coding assistants?**
  Yes, as long as you disclose which tools you used and what they produced.
- **Does my repository have to be public?**
  Yes, by the deadline. You can keep it private while you build, but it must be public when you submit and stay public at least until winners are announced.
- **Can I submit more than once?**
  Yes, before the deadline. Your latest complete submission counts.
- **Can we add a teammate after kickoff?**
  No. Teams lock at kickoff. Members can leave, but no one can join.
- **Will I keep my Condense account after the event?**
  Yes. Only temporary hackathon resources are removed, with 7 days' notice.

## 18 Contact

| FOR | CONTACT |
|---|---|
| General questions | `#general-queries` on Discord, or sachin@zeliot.in |
| Technical help during the event | `#condense-help` on Discord |
| Conduct concerns | sachin@zeliot.in |
| Security issues | sachin@zeliot.in |
| Privacy and data requests | sachin@zeliot.in |

## 19 Showcase repository

After results, every valid submission is listed in the Condense hackathon showcase repository on GitHub, with a link to the team's public repository. Winning projects are featured at the top. We'll share the repository link on Discord.

You don't need to do anything to be listed. Please keep your repository public after the event so your showcase link keeps working.

You can also add your code to the showcase repository itself by opening a pull request with a folder named after your team. Organizers review pull requests before merging and may decline anything that breaks these rules.

You keep ownership of your project under the license you chose.

Rules version 1.0 · effective 12 November 2026. If these rules and an earlier announcement differ, these rules apply.

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See you on Discord.