CodeQuest - Grand Finale Challenge

For KL 2026- Grade 4th and 5th (CodeQuest Zonal Winners Only)

1. Theme

Continue with the same theme and project idea that you presented during the Zonal Round. Do not change your selected theme.

Your project must remain aligned with one of the following themes:

- **NextGen School Solutions**
- **Viksit Bharat**
- **Healthy India**

2. Your Mission: Improve, Innovate & Make It Smarter!

Your mission is to **improvise and enhance the project you presented during the Zonal Round**. Whether it is a Story, Animation, Game or App, make it more useful, interactive and intelligent!

You may continue developing your project on the same coding platform or rebuild it using another coding platform. However, **you must retain the original theme and core project idea.**

Your improvements should demonstrate what your project can now DO that it could not do during the Zonal Round.

3. What Improvements Are Expected?

Improvisation 1: Add Something New (Feature Enhancement)

Introduce at least one meaningful new feature that makes your project more useful or engaging for its users.

Examples:

- Add a quiz to test what the user has learned.
- Introduce a score or progress tracker.
- Add a timer, alert or reminder.
- Allow users to select their preferred language.
- Save the user's name, score or progress.
- Add a feedback or suggestion feature.

Improvisation 2: Make It Smarter (Logic Enhancement)

Improve your project's coding logic so that it can think, make decisions, respond to users or behave intelligently based on different situations.

Examples:

- A game has multiple stages and becomes more challenging as the player performs better.
- Different user choices lead to different outcomes or endings.
- The project provides different responses based on the user's answers.
- It displays a "Try Again" message when the user gives an incorrect answer.
- It calculates a health score based on the user's daily habits.
- It recommends an action based on the user's choices or inputs.

PS: You are required to make at least one meaningful feature enhancement and one logic enhancement.

4. What Will NOT Count as an Improvement?

The following changes alone will not be considered meaningful improvements:

- Changing colors, backgrounds or visual designs.
- Changing characters, sprites or costumes.
- Adding new music or sound effects.
- Adding more levels or scenes that function in exactly the same way.
- Making only cosmetic changes without improving functionality or coding logic.

Remember: Don't just change how your project LOOKS. Improve what your project can actually DO!

5. What Should You Cover in Your Presentation?

Every team must clearly explain the following four aspects:

1. WHY – The Problem

- What problem are you trying to solve?
- Why did you choose this problem?
- How is it connected to your selected theme?

2. HOW – Your Solution

- How does your project address the identified problem?
- What is the approach or idea behind your solution?
- How does your coding logic make it work?

3. WHAT – Your Project & Improvements

- Demonstrate your Story, Animation, Game or App.
- Explain the features and functionalities you have developed.
- Clearly highlight what you have improved or added after the Zonal Round.
- Demonstrate the important parts of your code and explain the logic behind them.

4. REAL-LIFE IMPLEMENTATION – Beyond the Screen

- How can your proposed solution be implemented in real life?
- Who will benefit from it?
- What would be required to make it practical and usable?
- What impact can it create in the real world

CODEQUEST 2026 – GRAND FINALE EVALUATION CRITERIA

Total: 100 Marks

S. No.	Judging Parameters	Rubrics	Marks
1	**Problem Solving & Critical Thinking**	• Identify a problem, need, or purpose — **5** • Connects the project to the selected theme — **5** • Presents a thoughtful solution or story — **5** • Considers the intended audience — **5**	**20**
2	**Logic & Coding Enhancement**	• Puts coding blocks in an order that works — **5** • Uses choices or repeats actions when needed — **5** • Uses information, such as a score or name, when useful — **4** • Makes the project respond to clicks, keys, or other actions — **6**	**20**
3	**Feature Enhancement & Functionality**	• Adds meaningful features after the Zonal Round — **4** • Added features work as intended — **3** • Clearly explains what was added — **3**	**10**
4	**User Experience & Practical Usefulness**	• Project is easy to understand and use — **4** • Design and navigation support the experience — **3** • Project is useful or engaging for its intended audience — **3**	**10**
5	**Creativity & Originality of Idea**	• Shows an original idea or point of view — **4** • Uses creative storytelling or design — **3** • Includes imaginative details that strengthen the project — **3**	**10**
6	**Communication & Presentation**	• Explains why the project was created — **5** • Clearly explains what the project does — **5** • Explains how it was made — **5** • Demonstrates the project confidently — **5** • Understands and explains their own code and decisions — **5** • Connects the project to real-world relevance — **5**	**30**
	TOTAL MARKS		**100**

Note: Each team will get maximum of 5 minutes for presentation and demonstration, followed by 2 minutes for judges' questions.

Participants must upload their finale presentation/project (along with code) on their KL dashboard by 5 December 2026 as it will be displayed at your chance by the moderator. Moreover, students must bring an additional copy of their presentation in a pen drive as a backup.

PS: Teachers & Parents won't be allowed in the presentation room.