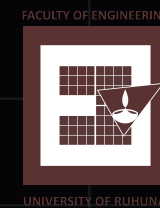


Agentrix /2026

Build. Defend. Deploy Intelligent.

Official Participant Guide



Welcome to AGENTRIX 2026



COMPUTER ENGINEERING SOCIETY
FACULTY OF ENGINEERING - UNIVERSITY OF RUHUNA

Organized by the Computer Engineering Society (ComES) of the Faculty of Engineering, University of Ruhuna, AgenTrix is a premier national-level AI hackathon designed to challenge the next generation of AI engineers in Sri Lanka.

Computer Engineering Society - ComES

Introduction to the Competition

Agentrix 2026 is an intensive, 12-hour development marathon. The competition is designed to push the boundaries of what students can build using cutting-edge AI tools in a high-pressure environment.

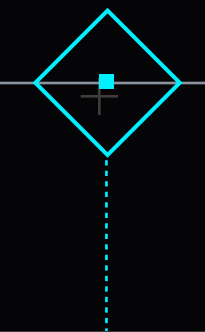
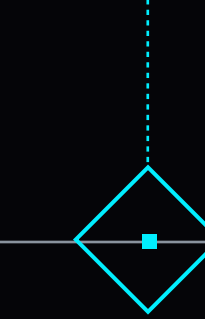
Participants will be challenged to:

- **Identify** a specific, real-world problem within strategic domains.
- **Architect** an agentic solution from the ground up using models like Gemini and frameworks such as LangChain, CrewAI, or PydanticAI.
- **Develop** a functional Retrieval-Augmented Generation (RAG) system or autonomous workflow within the 12-hour sprint.
- **Pitch** their final products to industry experts in a "Shark Tank" style Grand Finale.

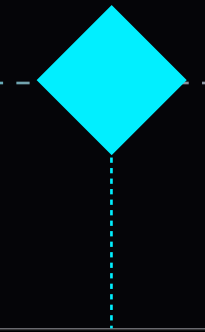
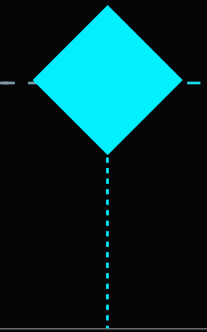


Time Line

May 18 | Teaser Launch



May 25 | Official Registration Opens



System Callibration

May 30 | Session 1

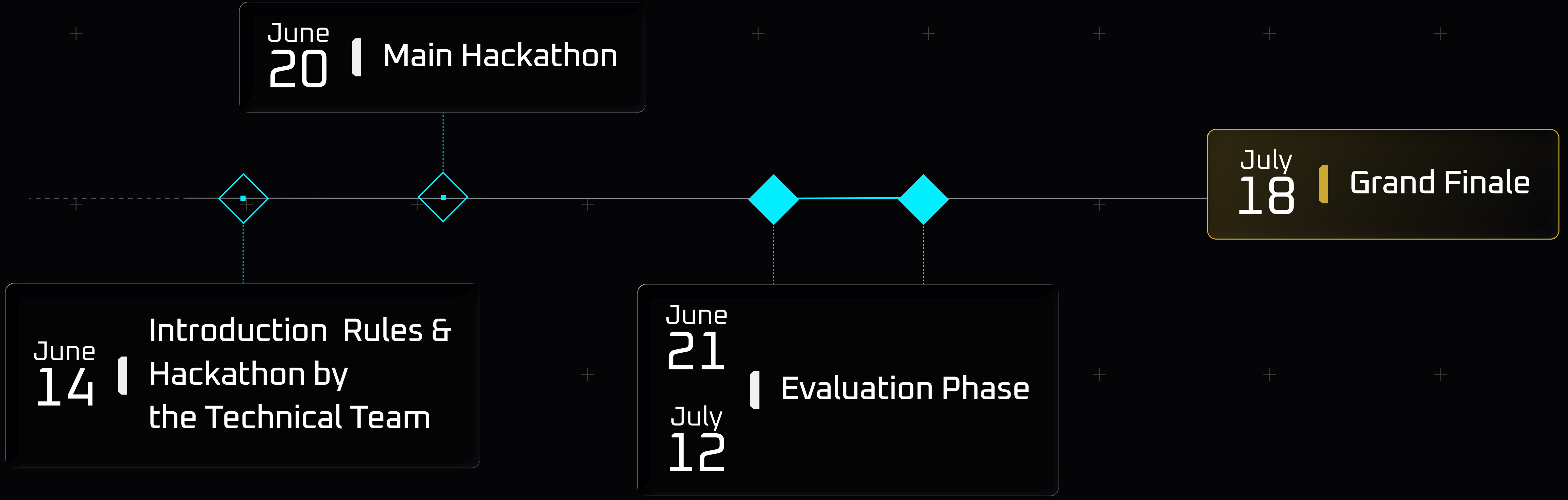
June 06 | Session 2

June 13 | Session 3

The Stark Protocol



Time Line



Guidelines and Rules

1. Eligibility :

The competition is strictly for currently enrolled undergraduate students from recognized universities. Graduated professionals are not permitted.

2. Diversity of Talent:

To keep the competition vibrant, 40% of team slots are reserved for University of Ruhuna students, while the remaining 60% are open to talented teams from other universities.

3. Team Size & Lineups:

Teams must consist of 3 to 5 members. Roster changes (swapping, adding, or dropping members) are allowed before the registration period ends with a written note to ComES. No changes are permitted after the deadline.

Guidelines and Rules

4. The 12-Hour Marathon:

The 12-hour hackathon can be conducted online or in person. We will inform the place after. The entire team must be present (virtually or physically). Failure to submit a working RAG/autonomous system by the end of the sprint will result in disqualification.

5. Build From Scratch:

The architecture and coding must happen during the hackathon. Bringing fully pre-built enterprise solutions or old projects is strictly prohibited.

6. Model Usage (Free Tier Strictly Enforced):

To ensure fairness, all teams must exclusively use the free versions of AI models (e.g., the free tier of Gemini). Paying for more powerful models is not allowed.

Guidelines and Rules

7. Repository & Commits:

- You cannot create your project repository before the official hackathon start time.
- Standard, meaningful commit practices must be followed as commits will be monitored.
- At the 12-hour buzzer, your repository is completely frozen (no new commits allowed).
- If you wish to continue working on your product for the Grand Finale pitch, you must create a brand new, separate repository. The original 12-hour repo must remain untouched.

8. Code Authenticity & Technical Defense:

During Phase 2, teams will defend their work. You must be able to explain your code logic, API integrations, and state management. Inability to prove code ownership or explain workflows will result in immediate disqualification.

Guidelines and Rules

9. Intellectual Property:

Participants retain full intellectual property rights to what they build. However, ComES and the University of Ruhuna hold the right to showcase your team's architecture and solutions for promotional and academic purposes (with proper credit).

10. Integrity:

Cheating, plagiarizing code without proper credit, or violating the event's code of conduct will result in immediate disqualification. All judge and expert panel decisions are final.

Good luck, and let the building begin!

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