



DAYANANDA SAGAR COLLEGE OF ENGINEERING

AN AUTONOMOUS INSTITUTE AFFILIATED TO VTU, APPROVED BY AICTE & UGC, ACCREDITED BY NAAC WITH 'A' GRADE, ACCREDITED BY NBA

DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING



#3
ISSUE

QUIZ!

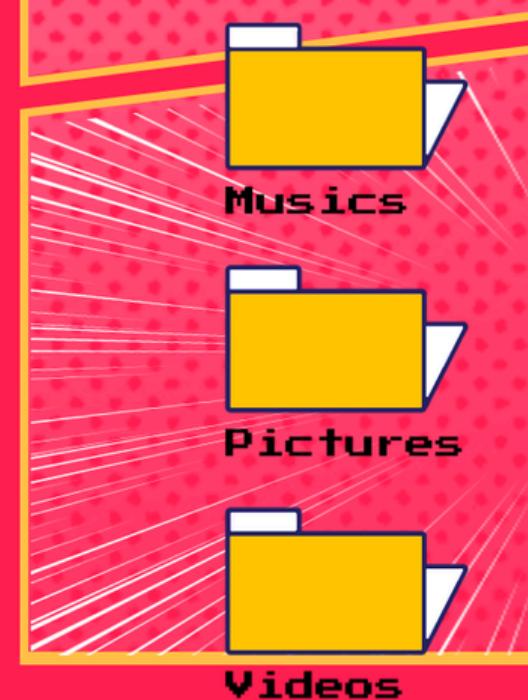
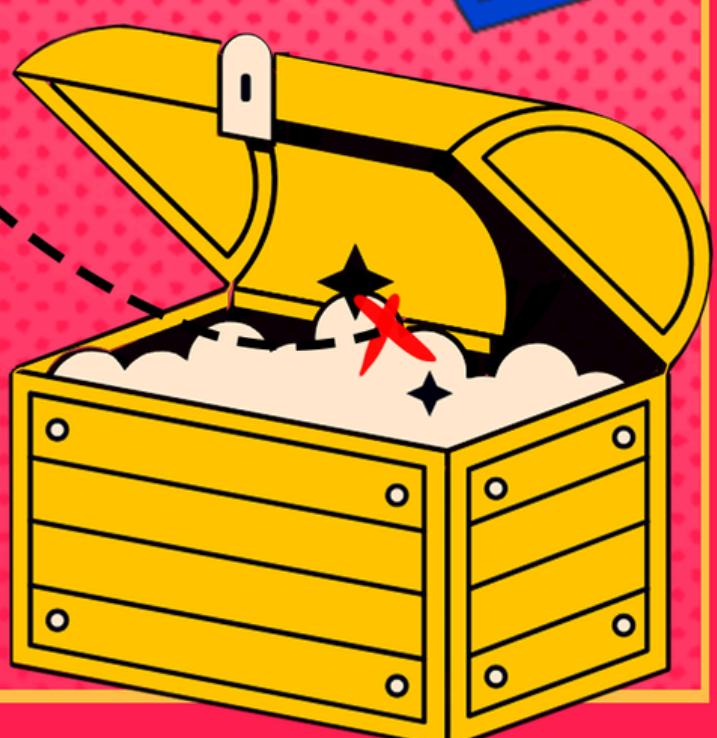


GENESIS PRESENTS

HACKATHON

28TH & 29TH
MARCH

SCAN TO REGISTER



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TypeMaster: Solo Typing Challenge

Event Overview:

The "TypeMaster" competition is a fast-paced individual typing challenge designed to test participants' speed and accuracy. Each participant will have a limited number of attempts to achieve their highest possible score. The event will be open throughout the duration of Catalysis, allowing participants to compete at their convenience.

Event Rules:

Attempt Limits:

- Each participant is allowed two attempts in total.
 - One trial run to familiarize themselves with the system.
 - One actual run, which will be counted as the final score.
- No additional attempts will be granted under any circumstances.

Scoring & Tie-breaker:

- The primary score will be based on typing speed (words per minute).
- In case of a tie, accuracy will be used as the deciding factor.

Eligibility:

- All students from Dayananda Sagar College of Engineering are allowed to participate in this event irrespective of their department and semester.
- Participants must carry their ID card to the event. They won't be allowed to participate without a valid college ID.
- Participants must be registered for the event in advance.
- This is an individual event so teams are not allowed.

Time Limit:

- Each actual typing attempt will have a fixed time limit, which will be announced before the event.
- The trial run will also follow the same time limit but will not count toward the final score.

Ethical Considerations:

- Original Effort: Each participant must complete their typing attempt individually without any external assistance or automated tools.
- Fair Play: Participants must not attempt to tamper with the system, modify scores, or gain an unfair advantage in any way.
- No Disruptive Behavior: Any attempt to disrupt the event, interfere with other participants, or manipulate results will lead to disqualification.
- Respect for Participants & Organizers: Participants must maintain a professional and respectful attitude toward fellow competitors, event staff, and judges.

Judging Criteria:

The following criteria will be considered when determining the :

Winners:

- Points are allotted for every test case, and some test cases may carry more points than others.
- The final ranking will be based on the total points scored by the individual.

Tiebreaker:

- In the case of two or more participants scoring the same total points, the time taken by each participant to complete the questions will be considered for deciding the rank.
- The participant who completes the questions faster will be ranked higher.

Prizes:

- Only two prizes will be awarded - one for the winner and one for the runner-up
- Based on the participants' scores according to the judging criteria. The participant with the highest score and the fastest completion time will be declared the winner.

Grounds for Disqualification:

- Participants may be disqualified for violations of the event rules, including cheating, plagiarism, or not adhering to the code of conduct.

Disclaimer:

- The event organizers reserve the right to modify the rules and guidelines at their discretion. Participants are expected to adhere to the rules, and any disputes will be resolved by the organizers. By participating in "DSA Smackdown," participants agree to the terms and conditions outlined in this rule book.

DSA Smackdown: Data Structure and Algorithm Challenge

Event Overview:

"DSA Smackdown" is a technical event that tests participant proficiency in data structures and algorithms. Participants are presented with a set of DSA questions and must aim for the highest score and the quickest completion time. This event will be conducted on Vjudge.

Event Details and Link:

- Event details and the link to access the competition will be provided on the day of the event. Participants should check their emails or event communication channels for this information.

Event Rules:

Eligibility:

- All students from Dayananda Sagar College of Engineering are allowed to participate in this event irrespective of their department and semester.
- Participants must carry their ID card to the event. They won't be allowed to participate without a valid college ID.
- Participants must be registered for the event in advance.
- This is an individual event so teams are not allowed.

Question:

- A set of DSA questions will be provided, including easy, medium, and hard difficulty levels.

Scoring:

- Participants will earn points for each correctly answered question.
- Points may vary based on the difficulty level of the questions.
- There might be partial points based on the test cases passed.

Time Limit:

- Participants will have a specific time limit to complete as many questions as possible. The timer will start when the event begins.
- No extra time will be provided to any participant.

Code Submission:

- Participants should submit their solutions for each question within the provided time limit.
- Solutions can be written in the language of their choice from among those specified in the problem.

Computers Access:

- Participants will be allowed to use computers provided in the lab.
- However, it is advised to carry their own laptops if they prefer to work on their own devices.

Judging Criteria:

The following criteria will be considered when determining the :

- **Winners:**
 - Points are allotted for every test case, and some test cases may carry more points than others.
 - The final ranking will be based on the total points scored by the individual.
- **Tiebreaker:**
 - In the case of two or more participants scoring the same total points, the time taken by each participant to complete the questions will be considered for deciding the rank.
 - The participant who completes the questions faster will be ranked higher.

Prizes:

- Only two prizes will be awarded - one for the winner and one for the runner-up
- Based on the participants' scores according to the judging criteria. The participant with the highest score and the fastest completion time will be declared the winner.

Grounds for Disqualification:

Participants may be disqualified for violations of the event rules, including cheating, plagiarism, or not adhering to the code of conduct.

Disclaimer:

The event organizers reserve the right to modify the rules and guidelines at their discretion. Participants are expected to adhere to the rules, and any disputes will be resolved by the organizers. By participating in "DSA Smackdown," participants agree to the terms and conditions outlined in this rule book.

UI/UX Design: Redefine Digital Art for Creative User Experience

Event Overview:

- The UI/UX Design Competition is a design event that tests the fusion of creativity and technology. Participants will have the opportunity to showcase their design skills by reimagining user interfaces for a more intuitive and creative user experience. It's an individual event where designers can compete to create innovative designs on the Figma platform.

Event Rules:

Eligibility:

All students from Dayananda Sagar College of Engineering are allowed to participate in this event irrespective of their department and semester. Participants must carry their ID card to the event. They won't be allowed to participate without a valid college ID. Participants must be registered for the event in advance. This is an individual event only. Participants should have access to the necessary hardware and software to use the design softwares.

Problem Statement:

A topic will be given on the spot based on which participants must make their design following their own creativity and discretion.

Time Limit:

Participants will have a time limit of 4 hours starting from the event's commencement.

Originality:

Artwork must be original creations, and participants should not use copyrighted or plagiarized material in their submissions.

Submission Deadline:

The participants need to provide their figma link for submissions.

Computers Access:

Participants will be allowed to use computers provided in the lab. However, it is advised to carry their own laptops if they prefer to work on their own devices.

Judging Criteria:

The following criteria will be considered when determining the winners:

- **Creativity(30%):**

The extent to which the participant's design reflects unique and imaginative interpretations of the given problem statement.

- **User-Centered Design (30%):**

The extent to which the design prioritizes the needs and preferences of the target audience or users.

- **Functionality and Usability (20%):**

The ease of use, efficiency, and effectiveness of the user interface.

- **Adherence to the Problem Statement (10%):**

How well the artwork aligns with the provided problem statement.

- **Overall Impression (10%):**

The judges' overall impression of the artwork, considering aesthetics and impact.

Prizes:

Only two prizes will be awarded - one for the winner and one for the runner-up - based on the participants' scores according to the judging criteria. The participant with the best design will be declared the winner.

Grounds for Disqualification:

Participants may be disqualified for violations of the event rules, including cheating, plagiarism, or not adhering to the code of conduct.

Disclaimer:

- The event organizers reserve the right to modify the rules and guidelines at their discretion. Participants are expected to adhere to the rules, and any disputes will be resolved by the organizers.
- By participating in "UI/UX Design" participants agree to the terms and conditions outlined in this rule book

Code Red

Event Overview:

"CodeRed" is a university-level Valorant gaming competition designed to test participants' skills in this popular team-based tactical shooter. Participants form teams of five players and engage in exciting matches where teamwork and strategy are paramount. This event aims to promote teamwork, sportsmanship, and competitive spirit in the gaming community.

Event Rules:

Eligibility:

The competition is open to all registered students of DSCE. Team Composition: Each team will consist of 5 players.

Fair Play:

All players are expected to display good sportsmanship and fair play. Cheating, hacking, or exploiting game bugs will result in immediate disqualification.

Game Settings:

Teams are expected to play on default in-game settings unless specified otherwise by the organizers.

Tournament Structure:

The tournament will be conducted in a single elimination format.

Matches:

Matches will be knockout games, except for the finals, which will be best-of-three.

Map Pool:

The map pool for the tournament includes Bind, Haven, Split, Ascent, Icebox, Breeze, Fracture, Pearl and Lotus. Teams will take turns banning maps until one map is left, which will be the map played for that match.

Game Rules:

Agent Selection:

Agents can be freely chosen by each player on their team.

Sides:

Teams will play both attacking and defending sides. The team that wins a coin toss or a predetermined side selection process can choose their starting side for the first game.

Victory Conditions:

The first team to win 13 rounds is declared the winner of a game. If the score reaches 12-12, overtime rules will be decided on the day of the event and will be played to determine the winner.

Technical Issues:

Teams are responsible for ensuring their equipment and internet connections function properly. In the case of technical issues, no rematches will be granted.

Match Reporting

Reporting Results:

The winning team captain is responsible for reporting the match results to the tournament organizers immediately after the match concludes.

Disputes:

In case of a dispute, the team captain must provide evidence (screenshots, videos, etc.) to support their claim. Tournament organizers will make the final decision based on the provided evidence.

Code of Conduct:

Fair Play:

All participants are expected to uphold the principles of fair play and good sportsmanship.

Cheating and Exploits:

Any form of cheating, including but not limited to using unauthorized software or exploiting game bugs, is strictly prohibited.

Spectator Rules:

Spectators must adhere to the event's spectator guidelines and code of conduct.

Respect for Opponents:

Participants are expected to treat their opponents with respect and courtesy.

Prizes:

Prizes will be awarded to the top-performing teams, including the champions and the runner-up, based on their performance during the tournament. Prizes will be announced prior to the event.

TechnoSeek:

Event Overview:

"TechnoSeek" is a unique university-level technical treasure hunt competition that combines the thrill of traditional treasure hunt with typical CTF. It challenges participants to combine their technical knowledge and problem-solving skills to unravel a series of hidden clues throughout the campus. The competition is designed to encourage participants to think creatively, work together in teams, and apply their technical expertise to uncover the final location.

Event Rules:

Eligibility:

- All university-level students are eligible to participate in TechnoSeek.
- Valid student identification must be presented when requested.
- Pre-registration is mandatory. No on-site registrations will be accepted.

Team Composition:

- Teams can have 2 - 4 participants.
- Substitutes are not allowed during the competition.

Treasure Hunt Format:

- The competition will involve solving a series of technical clues and puzzles.
- Each clue will lead participants to the location of the next clue hidden within the campus. The final clue will guide teams to the ultimate destination where they will be declared winners.
- Winners would be decided by the total time taken(including penalties) by a team to complete the challenge.

Clue and Puzzle Difficulty:

- Clues will be graded in terms of difficulty, with varying levels of technical knowledge required to decipher them.
- Team members should work together to solve each clue and proceed to the next location.
- Clues may encompass a wide range of technical domains, so participants should be well-versed in various fields of technology.

Time Limit:

- The treasure hunt must be completed within the allocated time frame.
- The timer will start when the event begins, and no additional time will be granted.



Hint Requests:

- Teams are allowed to request hints if they are struggling to solve a clue.
- The number of hint requests per team may be limited.
- Each hint has a time penalty associated with it (which would depend on the level of the problem), and this would be added to the final time countdown.

Winning Criteria :

- The team which completes all the challenges with the least amount of time taken wins.
- If no team is able to complete all the challenges within the allotted time limit, then the team which completes the highest number of challenges with the least amount of time taken wins.
- In case of a tie, the team which did not use any hints would be favored over the other team.
- If the tie still remains, a bonus round may be conducted to dissolve the tie.

Code of Conduct:

Fair Play:

- All participants are expected to display good sportsmanship and integrity throughout the event. Damaging the clues or trying to hinder the treasure hunt is considered a violation.

Respect for Campus:

- Participants must respect the campus environment, and no damage should be caused to campus and infrastructure during the treasure hunt. For any such damages the participants would be responsible for the same.

Respect for Opponents:

- Participants are expected to treat their opponents with respect and courtesy, and not try to harm or sabotage them in any way.

Environmental Responsibility:

- Teams should adhere to environmental standards and not engage in actions harmful to the surroundings.

Prizes:

- Prizes will be awarded to the top-performing teams, including the winning team and the runner-up.



Grounds for Disqualification:

- Teams may be disqualified for violations of the event rules, including cheating, unsportsmanlike conduct, sabotaging the treasure hunt, interfering with opponents or not adhering to the code of conduct. The event organizers' decisions in such cases are final.

Disclaimer:

- The TechnoSeek event organizers reserve the right to modify the rules and guidelines at their discretion. Participants are expected to adhere to any such modifications. Any disputes or issues will be resolved by the organizers, and their decisions are final.

By participating in the "TechnoSeek" technical treasure hunt competition, participants agree to abide by the terms and conditions outlined in this rulebook.

Coding Relay

Event Overview:

The "Coding Relay Race" is a dynamic team-based programming event where three-member teams collaborate to build a functional solution to a given problem statement within a limited time frame. Participants will engage in a relay-style format, with each team member taking turns to enhance and extend the codebase.

Event Rules:

Eligibility:

- Coding Relay Race is open to all university-level students, regardless of their department or semester. Teams must consist of three members each, and all members must be registered participants of the event.
- Each participant can only be a part of one team throughout the competition. All team members must be physically present at the venue during the event.
- Each participant can only be a part of one team throughout the competition.
- All the members must be physically present at the venue during the event.

Team Composition:

- Each team must consist of three players.

Problem Statement:

- The problem statement (for example - developing a hospital management system), will be provided to the first team member only. The problem statement may include specific functionalities, constraints, and requirements which could be given in any round and must be addressed in the final solution.
- Teams are required to follow the problem statement guidelines and specifications provided by the event organizers.
- Code submissions must be in a deployable state at the end of each round, and teams are encouraged to document any known issues or limitations.

Ethical Considerations:

- Plagiarism, defined as the submission of someone else's work as one's own, is strictly prohibited. All code must be original and created during the event.
- Teams must not engage in any form of disruptive behaviour, including attempts to sabotage the progress of other participating teams. No extra time will be provided to any participant.

Time Management:

- A time limit of 30 minutes is allocated for every participant in each round of programming.
- Teams must manage their time efficiently to complete the assigned tasks within the specified timeframe
- A two-minute transition period is provided between rounds for team members to discuss progress, share insights, and plan the next steps.

Code of Conduct:

Fair Play:

- All participants are expected to uphold the principles of fair play and good sportsmanship.

Cheating and Exploits:

- Any form of cheating, including but not limited to using unauthorized software or exploiting game bugs, is strictly prohibited.

Spectator Rules:

- Spectators must adhere to the event's spectator guidelines and code of conduct.

Respect for Opponents:

- Participants are expected to treat their opponents with respect and courtesy.

Functionality:

- How well the solution addresses the specified problem statement.

Creativity:

- Innovative features or approaches to problem-solving.

Collaboration:

- Effective communication and teamwork demonstrated during the coding relay.

Code Quality:

Well-structured, readable, and maintainable code.



Timeliness:

- Adherence to the time constraints in each round.

Prizes:

- Prizes will be awarded to the top-performing teams, including the champions and the runner-up, based on their performance during the tournament. Prizes will be announced prior to the event.

Grounds for Disqualification:

- Teams may be disqualified for violations of the event rules, including cheating, unsportsmanlike conduct, sabotaging the event, interfering with opponents or not adhering to the code of conduct.
- The event organizers' decisions in such cases are final.

Disclaimer:

- The event organizers reserve the right to modify the rules, problem statement, or any other aspect of the event as needed. Participants are expected to conduct themselves in a sportsmanlike manner, and decisions made by the judges are final. The organizers are not responsible for technical issues beyond their control that may impact the event.

By participating in the event, the participants agree to abide by the terms and conditions outline in this rulebook.

