



RULEBOOK

Trade-A-Byte

1. Trade-A-Byte is a time-bound event based on trading and problem solving while handling finances.
2. It will be held on 20th December 2020. Each participant must have joined our Discord server of Codigo before the commencement of the event.
3. Candidates can participate in teams with a maximum of 3 participants in each team, and a minimum of 2 people.
4. The event will leadoff with a grand premier sale where each team will be provided with a certain amount, and they may buy various components (eg: loops, if-else statements, switch cases, etc.).

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5. Following the sale, there will be a few rounds in which each participating team will be given a question based on coding, which they can solve in C or C++.
(Use of STL is not allowed).
6. Each team has to use their inventory which consists of the components bought in the initial sale to complete the code.
7. In case the team does not have the required component, they can either trade with the other teams by negotiating with them on Discord or they can buy from the trading portal.

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8. During each round, there will be a news flash which might affect the value of a component.
9. The team will be awarded some currency on every successful submission. On the same hand, some teams may face eliminations.
10. Short quizzes based on general trading or tech related questions will be organised in between rounds to help earn extra currency.
11. In the end, the one with maximum currency will be the winner. In case of tie, the one with maximum solved questions will be in lead.



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The Social Trail

1. The Social Trail is a treasure hunt with a flavor of CTF in it that will include riddles, crosswords, etc., and may test your cryptography and debugging skills as well.
2. It is scheduled on the 21st of December. There is no fixed timing for the event. The teams can start at any time in duration of 24 hours. The timer for your team will start as soon as the first problem is shown to you and will stop as soon as you submit the final answer.



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The Social Trail

3. Candidates can participate in teams with a maximum of 3 participants in each team, and a minimum of 1 person.
4. Make sure to follow all of OWASP Thapar's social media platforms to be able to play the game. Links will be provided on the Discord Codigo server.
5. Use of a search engine is allowed.
6. A color will be allotted to you as soon as you start the hunt. You need to pertain to the color assigned to your team throughout the event.

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The Social Trail

7. All the questions will be related to famous movies and web series.
8. The team to submit the final code in minimum time and following the correct path would be declared as the winner.
9. Decisions of the organizers will be final and binding in case of any conflict.



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Build it Better

1. Build-It-Better is a front-end website development event in which all the teams have to make a static website which will be based on certain themes.
2. It a 4 day event, starting from 19th December to 22nd December. The evaluation will take place on the 22nd of December. The themes will be released on the 19th of December.
3. One can either participate individually or they can form teams of 2 members.
4. Your website must contain the following components:
 - Navbar
 - Parallax Effect
 - Footer
 - Icons
 - Images



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Build it Better

5. You can use only HTML, CSS, and Javascript to make the website. Use of Bootstrap, Materialize or any other UI library is not allowed and violation of this will directly lead to disqualification of the team.
6. For the UI/UX designing of the website you can visit <https://www.framer.com/>. You will be awarded extra points if the designing of the website is done on Framer.
7. The details of the evaluation will be released along with the themes.