Pimpri Chinchwad Education Trust's

Pimpri Chinchwad College of Engineering, Pune

Department of Computer Engineering
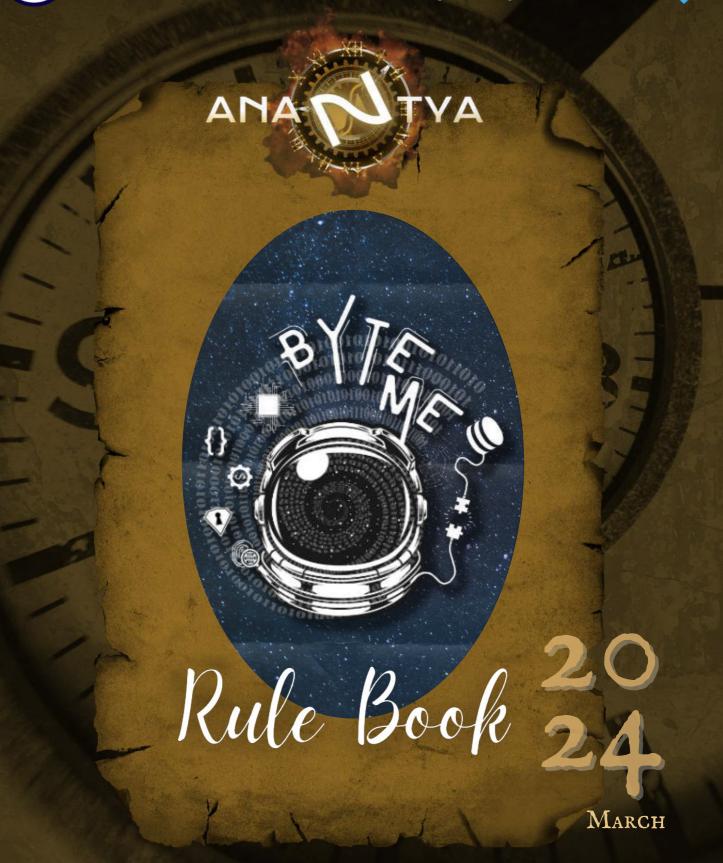
ANA**N**TYA

BYTE ME

Rule Book 20 24

March

TABLE -OF- CONTENTS

INTRODUCTION

Byte Me is a fusion of challenges, testing individuals skills in a variety of domains, from exploring your general technical skills to cracking ciphers. Each challenge will be based on the key events on the story line movie interstellar, letting you explore the universe of computer science.

STORYLINE

- In a future where Earth teeters on the edge of extinction, a team of intrepid explorers known as "Team Endurance" embarks on a mission through a wormhole near Saturn to seek out a new haven for humanity.

- Their adventure takes a dangerous turn when their spaceship is tampered with an unknown enemy. This messes up their onboard helper, TARS, leaving it partly broken with important stuff locked away.

- Participants step into the shoes of a protector and former astronaut who remains on Earth. Upon intercepting a faint and distorted distress signal from Team Endurance, they decipher a hidden message hinting at TARS' compromise.

ANANTYA

STORYLINE

- THE CHALLENGE? TO REVERSE-ENGINEER TARS' CORRUPTED COMPONENTS, TACKLE THE ENSUING TRIALS, AND RESTORE THE AI TO FULL OPERATIONAL CAPACITY. THESE TASKS DEMAND A SOLID GRASP OF COMPUTER SCIENCE AND WEB DEVELOPMENT PRINCIPLES.

- AS PARTICIPANTS PROGRESS, YOU'LL UNCOVER CLUES ABOUT WHO MESSED WITH TARS AND WHY, MAKING THE STORY EVEN MORE EXCITING. THE BIG TEST COMES AT THE END, WHERE YOU'LL USE FANCY SCIENCE TO DECODE FUTURE MESSAGES AND FIND THE NEW PLANET WHERE HUMANS CAN LIVE. THE FUTURE OF OUR SPECIES IS IN YOUR HANDS. GOOD LUCK!

ANANTYA

PRIZES AND AWARDS

- 1ST PRIZE : Rs 3,200/-
- 2ND PRIZE: Rs 2,000/-
- 3RD PRIZE : Rs 1,000/-
- + GOODIES FOR PARTICIPANTS

2

1

3

ANA**N**TYA

ELIGIBILITY

- All students pursuing undergraduate degree are allowed.
- Each team mush have minimum of 2 and maximum of 3 students.
- Teams must register through official OWASP PCCOE site.
- Inter-college team are allowed.
- All teams are required to adhere to and follow the code of conduct.
- Registration fees for students outside PCCOE is RS 25/- per person.

CODE OF CONDUCT

- Each player must stick with the team they're registered with throughout the event.
- Players from eliminated teams can't join any other qualified team for the final round.
- Playing for more than one team will get the whole team disqualified.
- Teams need to stick to the time limits for each round. The organizing committee's decisions are final, and any misbehavior toward them will result in the entire team being disqualified.

ROUND 1

- OSInt stands for Open Source Intelligence.
- This round will be an OSInt Round featuring questions related to core computer science subjects.
- Each team must solve the challenges within the specified format and time limit on the provided platform (CTFd).
- The top 20 teams with the highest scores will qualify for round 2.
- Teams are allowed to use Google or any other platform to find the answers to the challenges.

ROUND 2

- In the final challenge-solving round, the top 20 teams from the first round will tackle the provided challenge.
- The challenges will include additional categories along with those from the first round.
- Teams are allowed to use Google or any other platform to find the answers to the challenges.

CHALLENGE CATEGORIES

- Core Subjects: DSA (Data Structures and Algorithms), CN (Computer Networks), DBMS (Database Management Systems), OOPs (Object-Oriented Programming)
- Cyber security: Cryptography, Reverse Engineering, Forensics, Stenography, Web Exploits
- Web Development

ANANTYA

CONTACT INFORMATION

For any inquiries or assistance, please contact the team OWASP or the event coordinators

OWASP PCCOE
pccoeowasp@gmail.com

DEEP DHAKATE
deep.dhakate21@pccoepune.org

+91 9022244068

OMAKR POTE
omkar.pote21@pccoepune.org

+91 9324040823