



BANGALORE CENTRAL CAMPUS
DEPARTMENT OF COMPUTER SCIENCE
PRESENTS

NATIONAL LEVEL UNDERGRADUATE IT FEST

INTERFACE 2025

SATURDAY AUGUST 23



GAMIFICATION

PLAY FOR EXPERIENCE,
MASTER THE INTERFACE!

TECHNICAL EVENTS



CODE FREEZE



HACKPULSE



CODE AUCTION

NON-TECHNICAL EVENTS



TECHOPOLY



HIJINGO



THE LOST ARTIFACT



CYPHERIA

Contact:

Faculty Coordinator: Dr Manasa Kulkarni

Student Coordinators: Kapil Maheshwari 5BCA A, Alisha Sajeev 5BCA B
Utkarsh Thakur 5BSC CS, KS Sreya 5BSC CM

SCAN ME



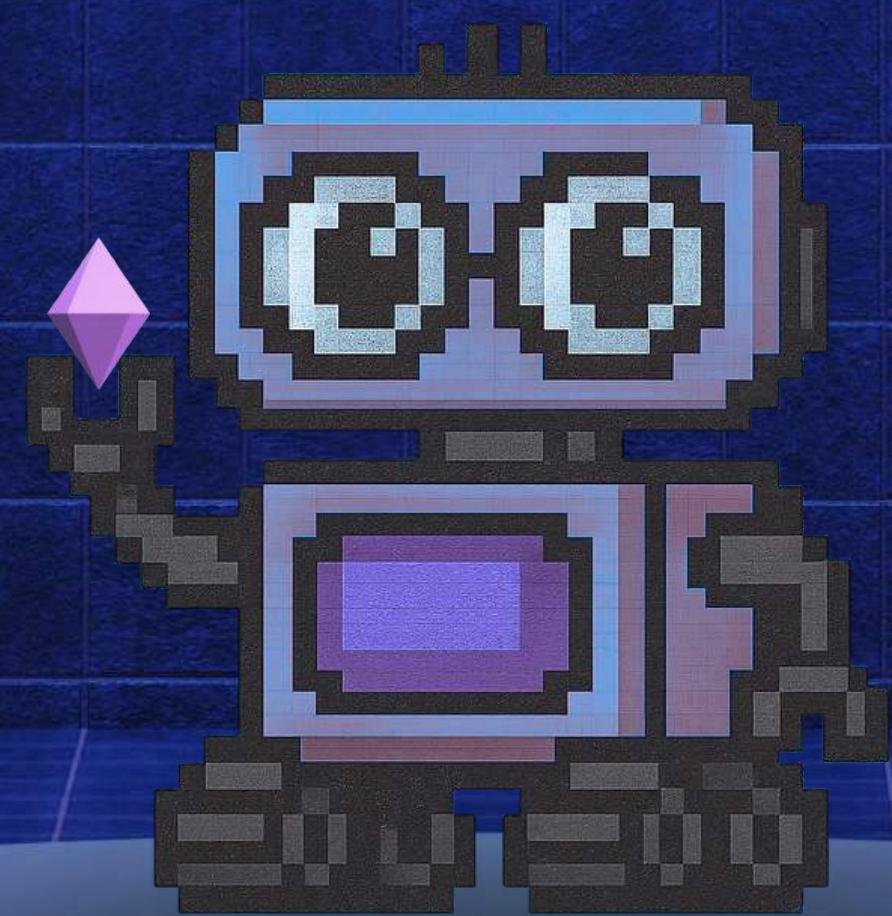


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SCAN ME



CHRIST (DEEMED TO BE UNIVERSITY)

Founded on the educational vision of St Kuriakose Elias Chavara, a 19th-century educationalist and social reformer, CHRIST (Deemed to be University) has been shaping minds since 1969. Administered by the Carmelites of Mary Immaculate (CMI), we've pioneered innovative curricula and holistic education in Indian higher education.

Key Milestones:

- 1998: Among India's first NAAC-accredited institutions
- 2004: Granted autonomy by UGC and achieved Grade 'A' accreditation
- 2006: Recognized as Institution with Potential for Excellence
- 2008: Conferred Deemed University status by Government of India
- 2016: Reaccredited with top Grade 'A' by NAAC

Multiple Campus Locations with Diverse Programmes:

- Three campuses in Bangalore, Karnataka
- Pune Lavasa, Maharashtra
- Delhi NCR

Academic Programs: Comprehensive Bachelor's, Master's, and Doctoral programs across humanities, social sciences, sciences, commerce, management, engineering, architecture, education, and law.

Global Community

- 25,000+ students from across India and 60+ countries
- A vibrant multicultural campus representing all Indian states and union territories
- Living example of harmonious diversity and inclusion

Research & Publications

- Six peer-reviewed research journals
- 300+ published books in Kannada and English
- Strong focus on teaching, research, and community service

Beyond Academics

A nurturing ground for creative excellence, promoting sports, music, and literary activities that develop well-rounded global citizens.

THE DEPARTMENT OF COMPUTER SCIENCE

The Department of Computer Science of CHRIST (Deemed to be University) strives to shape outstanding computer professionals with ethical and human values to reshape the nation's destiny. The training imparted aims to prepare young minds for challenging opportunities in the IT industry with a global awareness rooted in Indian values. The department was established in the year 1990, with a curriculum in line with industry expectations and research. The department also provides opportunities to work on collaborative projects with industry and international universities; faculty expertise in recent technologies and alumni support are some of the department highlights. The Department has always endeavoured to attune students with the required technical and soft skills to adapt to the rapid development in the field of IT and research.

Our diverse portfolio of programs caters to various interests and career aspirations in the computing domain:

Graduate Programs:

- Ph.D. in Computer Science
- Master of Computer Applications (MCA)
- Master of Computer Science and Applications

Undergraduate Programs:

- Bachelor of Science in Computer Science-Mathematics
- Bachelor of Science in Computer Science-Statistics
- Bachelor of Science in Computer Science-Mathematics-Electronics
- Bachelor of Computer Applications (BCA)

Students also engage in research projects, internships, competitions, and our flagship Interface fest. The department maintains active research clusters with faculty on editorial boards of prestigious journals.

The Department of Computer Science is more than an academic unit, it's a launchpad for innovation, a crucible for critical thinking, and a community where tomorrow's technological leaders are shaped today.

INTERFACE

26TH EDITION

Interface is a nexus for Technology, Innovation, and Art, witnessing the coalescence of the finest exponents competing in a series of events in a bid to emerge victoriously.

Interface has successfully showcased itself as a brand since 1997, invoking participation from thousands of students from various institutions and universities across India. It provides a platform for students to showcase their technical skills in real-time scenarios that challenge them to think on the fly and apply everything they have learned.



GAMIFICATION

PLAY FOR EXPERIENCE. MASTER THE INTERFACE!

Step into the ultimate playground where technology transforms into adventure. Interface isn't just another tech fest—it's a vibrant arena where algorithms dance with creativity, and innovation takes on a game-like spirit. This year's **gamification theme** turns every challenge into an epic quest, every competition into a thrilling level to unlock, and every participant into a player ready to level up their skills.

Whether you're debugging code like solving puzzles, designing interfaces like crafting game worlds, or presenting ideas like completing story quests, Interface challenges you to see technology through the lens of play. Here, every bug fixed earns you XP, every successful project unlocks new achievements, and every collaboration builds your guild of fellow tech enthusiasts.

GENERAL GUIDELINES OF THE EVENT

Students pursuing any Undergraduate programme with Computer Science background are allowed to participate.

- College ID Card is mandatory for verification.
- Participants are requested to register through the website.
- For team events, only one person from a team must register in the event forms
- Participants taking part in multiple events should ensure that the events do not clash with other events.
- Use of mobile phones during certain events will be considered malpractice and if caught, the student will be disqualified from that event
- Participants are requested to be present 10 minutes before the event.
- Participants are expected to be in proper dress code (Formal dress code is encouraged during the event).
- Detailed instructions will be briefed to the Participants during orientation.
- All participants must report by 8:45am to the campus
- Orientation for participants will commence at 9am
- Judges decision will be final.

TECHNICAL



CODE AUCTION



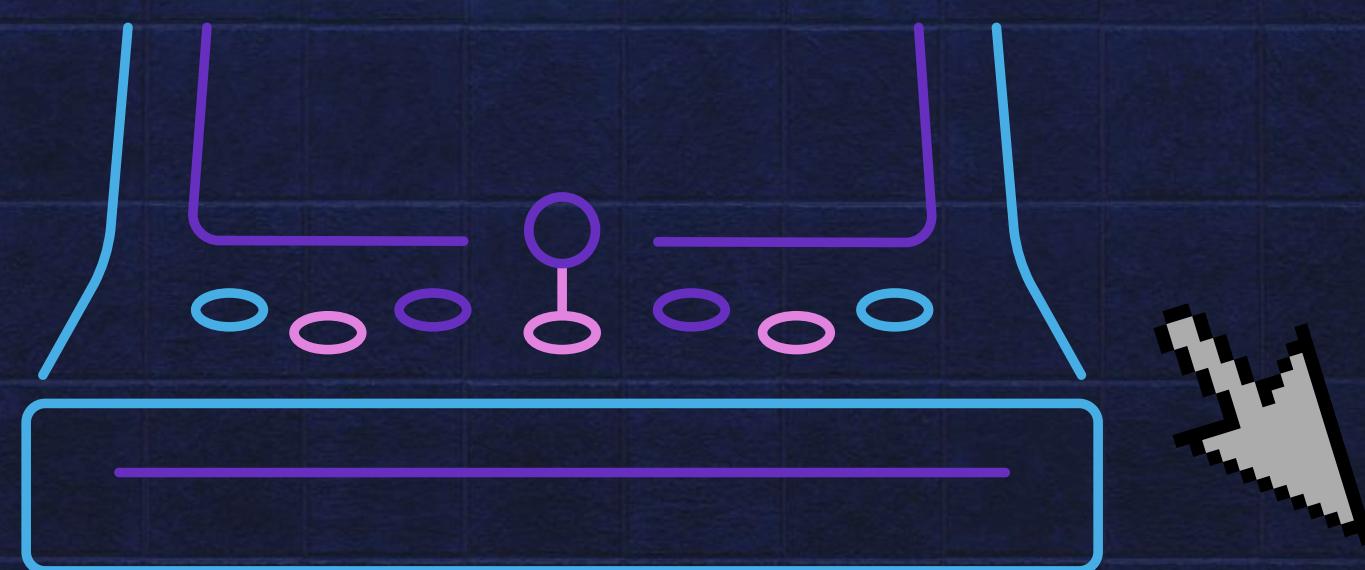
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THE LOST ARTIFACT



TECHOPOLY



CYPHERIA

TECHNICAL EVENTS





CODE AUCTION



What if a coding contest felt more like a high-stakes auction?

Welcome to Code Auction 2.0 — a one-of-a-kind technical battle royale where logic meets strategy, and your next move can make or break the game. It's not just about who can debug the fastest — it's about who can outthink the rest.



Bid on mysterious code snippets.



Fix bugs and unlock hidden clues.



Risk it all in a double-or-nothing finale.



Form alliances. Sabotage others. Outsmart everyone.

Event Highlights:

The Debug Hunt: Uncover hidden locations and gather the hidden clues by cracking buggy code in a race against time.

Live Code Bidding War: Use earned V-Coins to bid on unseen code snippets. Can you fix what you can't fully see?

Double or Nothing: A daring final round where you can double your score or lose it all.

Strategic Extras:

- o Buy Hints
- o Time Freeze Bonus
- o Alliance & Sabotage Mode (if teams > 20)

What You'll Need

- Sharp logic & debugging skills
- A team of 2–3 members
- Nerves of steel and game-day grit
- A laptop to code on

ROUND 1 The Debug Hunt [Treasure Round]

Teams race to debug code snippets that reveal hidden locations. The faster you fix, the more V-Coins you earn for future bidding.

- All teams get the same snippet.
- Time tracked individually for fairness.
- Output: Hidden clue/location + V-Coins (e.g., 1000 / 800 / 600).

ROUND 2 Auction & Access

- Bid your V-Coins on mysterious code snippets — but you only see a cryptic description and bug hint before you decide.
- Highest bidder debugs the snippet to earn points.
- Fail? It passes to the second-highest bidder (if affordable).
- Strategic Add-ons:
 - Buy up to 2 hints per code.
 - (For 20+ teams) Alliance & Sabotage: form temporary pacts or target rivals.
- Pass on a snippet or save coins for bigger opportunities.

ROUND 3 Double or Nothing

Risk it all for glory — or lose everything.

- One complex snippet revealed to all teams.
- Secretly choose to Play or Pass.
- Solve it: Double your score.
- Fail: Score resets to zero.
- Bonus Power: Use leftover coins to buy up to 1 minute extra time (Time Freeze).

- Team Size: 2–3 members
- Total Duration: 90–120 minutes
- Languages: C, C++, Python, Java
- Skills Needed: Debugging, strategic thinking, quick communication

REGISTRATION FEE: Rs. 200 per participant



HACK PULSE

HackPulse CTF is a live, cybersecurity-based challenge that transforms participants into ethical hackers on a mission to uncover digital flags hidden inside virtual challenges. The competition is designed to test logical reasoning, problem-solving, and technical prowess under pressure. Players will face two rounds of increasing difficulty, with only the top performers progressing to the final stage.

If you are a new player, you might be wondering.... What is a CTF?

CTF- Stands for Capture the flag. It's a fast-paced cybersecurity game where you exploit vulnerabilities, decrypt secrets, reverse binaries and inspect forensic artifacts to grab hidden flags for points, Trust me it's fun.

- Duration: 120-minute intense competition (2 Rounds of 60 mins each)
- Teams: 1–2 Members

Rules at a Glance

Access challenges via provided website URL

- Volunteers will monitor both online and offline for fairness (Screen sharing will be mandatory)
- Flag sharing = instant disqualification
- No use of phones or AI tools allowed during the rounds
- Flags must be submitted in the exact format specified (e.g., flag{example}). Incorrect submissions will not count.

What You'll Need

- Laptop device (One per team) with web browser.
- Your curiosity and teamwork spirit!

Competition Structure and Format

- **Advancement Criteria:** The top 15 teams from Round 1, determined by total points with tie-breakers based on submission times, qualify for Round 2.
- **Platform:**
 - Challenges are hosted on a cloud-based CTF platform (Google Cloud Platform) to ensure scalability, availability, and security.
 - Each team accesses the challenges via web browser through assigned URLs.
 - Real-time scoring and flag submission are handled via the platform's API with automated validation.

Restrictions

- No usage of mobile phones or external devices permitted during rounds.
- AI-assisted tools, code generators, or large-scale external resources are strictly prohibited except certain sanctioned lightweight web tools specified per challenge.

Challenge Design

- Challenges encompass realistic scenarios requiring skills such as:
 - Vulnerability exploitation using manual and scripted methods
 - Code analysis including operator precedence and reflection in Python
 - File and archive analysis (e.g., zip file exploration)
 - Cryptanalysis and logic puzzles emulating real-world incident response
- Progressive difficulty scaling ensures accessibility for newcomers while progressively challenging advanced participants.
- Flags follow a strict template (e.g., flag{...}) and must be submitted verbatim for acceptance.



CODE FREEZE

An escape room-style coding battle where logic melts the ice and speed seals your victory. Solve tricky bugs, crack frozen puzzles, and race through four chilling rounds to break free first.

Event Description

- Code Freeze is a high-energy, logic-first coding competition transformed into an immersive escape room adventure.
- Players “thaw” frozen code by solving buggy logic, missing pieces, and deceptive traps.
- No long code — just precision thinking, decoding, and quick-wit battles in a single escape-themed arena.

Rules & Guidelines

General Rules

- Team Size: 3 members per team.
- No use of external devices/tools (phones, laptops, smartwatches) during rounds.
- Participants must not interfere with other teams.
- Misconduct or cheating leads to instant disqualification.
- Only the fastest and smartest advance to the next round.
- Get your laptops.
- Languages: C++, Java, Python, SQL, and HTML.

Event Flow & Round Structure

Round 1 – Logic Drift (Easy)

Task: 5 quick logic-fill questions

- Time: 10 minutes
- Special Rule: No Time Freezer
- Advances: Top 10 teams move forward

Round 2 – Frozen Flow (Moderate)

Task: 4 logic fix/trace problems

- Time: 15 minutes
- Special Rule: Time Freeze Token (+45 sec) available
- Advances: Top 7 teams qualify

Round 3 – Glacial Core (Hard)

Task: 6 rapid-fire logic questions

- **Twist:** 1 Frostbyte question (+10 points, -5 if wrong)
- **Special Rule:** Time Freeze Token (+1 min) available
- **Advances:** Top 5 teams reach the finale

Round 4 – Icebound Vault (Extreme)

- **Task:** 2 tough logic puzzles (includes 1 Frostbyte)
- **Time:** 10–12 minutes
- **Special Rule:** No retries, no freeze — one shot to crack the code
- **Outcome:** The ultimate Code Freeze champions are crowned

Time Freezer Rules

- Each team gets 1 Freeze Token in Rounds 2 or 3 only.
- Bonus time will be added automatically (Keeping track of it through Google form).

Judging Criteria:

Category	Points Awarded	Count	Penalty
Logic Drift (Easy)	2	5	-1
Frozen Flow (Moderate)	3	4	-2
Glacial Core (Hard)	5	3	-3
Icebound Vault (Extreme)	7	2(+1 Logic Trap)	- 5
Bonus Frostbyte	+10	1	1

Judgement :

- In the final round, scores and submissions are sealed.
- The winner is revealed at the end, based on (Scores):
 - Logic clarity
 - Accuracy

NON-TECHNICAL EVENTS

HIJINGO



ESCAPE ROOM



CYPHERIA



TECHNOPOLY





HIJINGO

An interactive, competitive team-based bingo event that blends classic gameplay with unpredictable twists, stealth challenges, and engaging mini games.

Event Description:

- A dynamic spin on traditional bingo designed for team-building, laughter, and strategy.
- Participants form teams of 3, receive secret challenges, and compete across three bingo rounds: “C” pattern, “X” pattern, and Full House.
- Surprise mini challenges and playful rule impositions inject chaos and creativity into each round.

Rules & Guidelines:

General Rules

- Each team has 3 players.
- Bingo numbers are called out sequentially.
- Mini challenges are introduced after every 15–20 calls.
- Secret challenges must be completed subtly without being guessed.
- Saying “bingo” or “hijingo” aloud results in penalties.
- Final scores are based on points earned from bingo patterns, challenges, and behavior.

Secret Challenges

- Drawn by teams at the start.
- Must be completed without detection.
- If another team correctly guesses your challenge, they earn +2 points, and you lose 2 points.

Mini Challenges

- One team member competes per challenge.
- Winners earn +2 points and can strike any number on all team boards.

Rule Imposition Mechanism

- Lowest-scoring team at the end of each round gets to create a quirky rule for other teams.
- Must be lighthearted, fair, and host-approved.
- Violating an imposed rule results in -2 points.

Example Rule:

- Speak only through one designated team member.
- Use nicknames only.
- End every sentence with “Pikachu.”
- No pointing allowed.

Judging Criteria:

Category	Points Awarded
Bingo Pattern Completion	+5 or +10
Secret/Team Challenges	+5
Personal Challenges	+3
Mini Challenge Victory	+2
Saying “Bingo/Hijingo” aloud	-1
Rule Violation	-2
Secret Challenge Guessed By Other Teams	-2 +2(Other Team)

- **Winning Team:** Highest total score after all rounds.
- **Tie-Breaker:** Bonus challenge to determine final winner.



THE LOST ARTIFACT

Teams should strive to finish all tasks accurately for maximum points, but the team with the lowest escape time will ultimately take precedence for ranking if scores are tied.

Event Description:

- An immersive, real-time escape room set in ancient temple ruins within a university archaeology lab.
- Participants take on the role of codebreaking archaeologists on a mission to recover a legendary artifact.
- Teams work together to solve mysteries and decode clues hidden in the ruins.
- The adventure must be completed before the lab's chamber goes into lockdown.

Rules & Guidelines:

- The escape room will have tasks that should be executed sequentially • At the start of the event only one participant from a team is allowed to enter and with each task completed, another teammate will be allowed to enter.
- If a participant is stuck on the first task for 5 minutes, then another participant will be allowed to enter.
- On completing tasks, the teams will earn points.
- The use of cellphone or any other electronic gadget is not allowed unless provided as a part of the challenge.
- The decisions made by the organizing team are final and non-negotiable. • Any form of cheating will result in immediate disqualification. • A total of 3 hints will only be provided to the teams that too with time and point penalties.

Judging Criteria:

- Lowest time to escape wins.
- Teams are ranked primarily by how quickly they complete the entire challenge (escape the room).
- In case of equal points, the team with the shortest completion time will be ranked higher.

Category	Points Awarded
Fully Correct Solution	+10/per task
Partial Solution	+5/per task
Incorrect or Incomplete	0
Each hints used	-5

- **Total Score:** Sum of all task points, minus any hint penalties.



TECHOPOLY

Teams compete across iconic OTT-themed zones, facing trivia, mini-tasks, and creative challenges. Buy show-themed properties, earn TechCoins., and use wit, teamwork, and smart play to rule the board.

Event Description:

Welcome to Techopoly: OTT Edition, where Bollywood & Hollywood collide in a blockbuster board game! Inspired by Monopoly and popular OTT content, this life-sized board game blends strategy, pop culture, and quick thinking.

- Team Size: 3 participants
- Duration: 45-60 minutes
- No. of Teams: Max 8-9

Rules & Guidelines:

- Each team starts with ₹1500 TechCoins.
- The board includes OTT zones like Mirzapur Market, Friends Flat, Suits Sector, and more.
- Landing on a zone triggers a creative or trivia-based challenge (dialogue recall, riddles, emoji puzzles, charades, etc.).
- Correct answer = Buy the zone.
- Incorrect = No purchase; move ahead.
- If a team lands on a zone owned by another team, they must pay rent.
- Special squares include:
 - Chance Cards (plot twists, mystery rewards or dares)
 - Community Chest Cards (bonus coins, safe mini-challenges)
 - Math Jail (stuck unless logic puzzle is solved)
- Teams earn TechCoins by completing tasks, winning rewards, and collecting rent.
- Completing a full board turn rewards +₹200.

No phones or AI tools allowed. Cheating = Disqualification.

Judging Criteria:

Teams will be judged based on gameplay performance, just like in Monopoly with emphasis on how well they play, complete challenges, and make strategic choices.

1. Most TechCoins Earned

- The team with the highest amount of TechCoins at the end has a major advantage.
- Coins are earned through:
 - Completing tasks on landing
 - Charging rent from other teams
 - Winning rewards from Chance or Community Chest
 - Completing a full board loop (+₹200 bonus)

2. Task Completion & Quality

- Each zone has a mini challenge — trivia, acting, riddle, mimic, etc.
- Judges will assess whether the task was:
 - Done correctly (not skipped or done half-heartedly)
 - Engaging or clever (for creative tasks like acting or charades)
 - Skipping tasks = no purchase opportunity for that property.

3. Strategic Property Ownership

- Buying properties smartly is key:
- Owning high-traffic zones is beneficial.
- Forming OTT-themed “sets” (like two Toy Story zones or multiple Hogwarts spots) increases rent.
- Teams that buy wisely and manage rent collection well score higher.

4. Team Coordination

- Teams that show strong teamwork (clear role division, turn-taking, hyping each other) will be rewarded with bonus coins or recognition.

Winners Selection:

Winners will be decided based on:

- Total TechCoins at end
- Number of zones owned
- Completion of full-board loops
- Judges' score for engagement, wit, and teamwork



CYPHERIA

Cypheria : A Valorant Showdown!

Event Description:

Valorant is a 5v5 tactical shooter where teams compete in intense, strategic battles. Each round, attackers attempt to plant the Spike while defenders work to stop them. With unique agents, precise gunplay, and high-stakes action, every match is a thrilling test of skill and teamwork!

- Team Size: 5 Members
- Campus Representation: Teams must be composed exclusively of students from the Computer Science department.
- Tournament Format: Single or double elimination brackets (determined by number of registered teams)

Judging Criteria:

Winning team advances to the next round.

Format:

Tournament brackets and stages will be predetermined before the event begins

Equipment & Setup:

- Personal Gear: Players may bring their own laptops and gaming equipment
- Venue Systems: Available for use (100 FPS, 75Hz monitors provided)
- Connectivity: High-speed internet available at the venue

Rules & Regulations:

Team Requirements

- Each team must consist of exactly 5 players
- All team members must be present for scheduled matches

Fair Play Standards

- **Zero Tolerance Policy:** No harassment or discrimination based on race, gender, or any other characteristic.
- **Anti-Cheat:** Strictly prohibited use of cheats, hacks, or any software/hardware modifications that provide unfair advantages.
- **Equipment Integrity:** No unauthorized modifications to gaming equipment.

Event Compliance

- **Players must strictly adhere to all event rules and guidelines provided by organizers.**
- **Demonstrate good sportsmanship and cooperate with event staff and officials.**
- **Respect all dispute resolution processes and rule clarifications.**

Administrative Notes

- **The organizing committee reserves the right to modify rules and schedules as necessary.**
- **Detailed tournament briefing and instructions will be shared before the event begins.**
- **All participants must comply with venue regulations and safety protocols.**



EXCITING PRIZES!!!

CYPHERIA

WINNER — ₹5000

RUNNER — ₹2500

OTHER EVENTS

WINNER — ₹3000

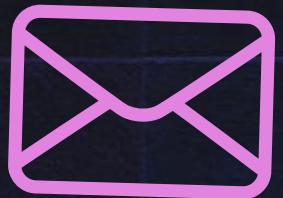
RUNNER — ₹2000

CONTACT US



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INSTAGRAM

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SCAN TO REGISTER



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