eXabyte'24

—BEYOND BINARY—

VER 8.0

CONTENTS

BRAINSTROM
(QUIZ)

Team size : Two

Rules :

- A generalized quiz event, covering all topics.

- Format and rules of the quiz will be disclosed by the Quiz Master during the event.

BYTE TALES
(MICRO FICTION)

Team size : One

Rules :

- A theme will be given.

- Participants need to write a short paragraph (word limit : 50 words) on the given theme.

Note : Event to be held online

CODEPLAY
(CODING & DEBUGGING)

Team size : Two

Rules :

✖ Round-1 : Coding

- ✖ A set of 4 questions will be given. Participants need to analyze them and write the code for it.

- ✖ Difficulty level of the questions will range from easy to hard.

- ✖ The event is to be held on Coding Ninjas platform.

- ✖ Qualification to the next round will be on the basis of the number of participants based on the ranks in the Coding Ninjas Leaderboard.

Round-2 : Blind Coding

Qualified participants will be given one question of the chosen language, which will contain errors.

The errors are to be corrected and then the correct program is to typed into a notepad file, while the monitor is powered off.
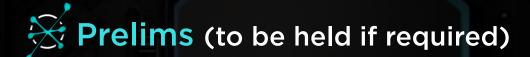
CRYPT-X
(BREAKING CIPHER CODES)

Team size : One to Two

Rules :

- A set of n questions will be given in password-protected .txt files.

- The first question will be accessible to every participant.

- The answer to the ith question will be the password for the file containing the $(i+1)$th question, $1<=i<=n-1$

CUBE-X
(RUBIK'S CUBE CHALLENGE)

Team size : One

Rules :

✳ Prelims (to be held if required)

- ✳ Rules for prelims will be informed in the participant group.

- ✳ Number of participants qualifying to the next round, depends upon the total participation.
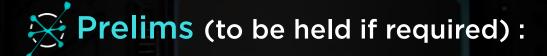
Finals :

- The same scramble will be given to each participant.

- Timer : Mobile stopwatches will be used as timers for each participant.

- Time limit : two minutes for each solve. Time taken by each participant will be noted.

- Participants need to carry their own Rubik's cube.

DIGIBIT
(HARDWARE CIRCUIT DESIGNING)

Team size : Two

Rules :

Prelims (to be held if required) :

- Multiple choice questions related to the topic need to be solved by each team.

- Number of participants qualifying to the next round, depends upon the total number of participants.

Finals :

- The circuit diagram will be given, which is to be designed.

- The required materials will be provided to the participants.

- Teams will be marked based upon the efficiency of the circuit and the time taken to complete the circuit.

SNAPPIT
(PHOTOGRAPHY)

Team size : One

Rules :

- The number of entries per participant is limited to 1.

- Images are to be captured by smartphones only. DSLR/Digital Camera photography is not allowed.

- Image format: JPG/ JPEG.

- Images must be original and taken by the participant with geotagged feature enabled.

- Specific editing techniques (e.g., cropping, colour correction) are allowed.

- Heavy manipulations altering the reality of the image are not acceptable.

- Plagiarism, inappropriate content, and violation of rules lead to disqualification.

- Rules ensure fairness, creativity, and legal/ethical compliance.

EM-BLEED

(POSTER/ DIGITAL ARTWORK/ GIF DESIGNING)

Team size : One

Rules :

- Participants will have to design a poster or a digital artwork or a GIF on the given topic.

- The design must not represent any particular individual, organization or brand name and must not hurt any religious sentiments. The design should also not be plagiarized.

- Use of only PS or Adobe Illustrator is allowed.

- Final submissions should only be in .jpeg format.

- Available platform : macOS.

VERB-O-WAR
(DEBATE)

Team size : Two
(One participant for the motion and one participant against the motion)

✕ Rules :

Prelims (to be held if required) :

✕ One member of each team is to participate in the prelims.

✕ The participants will be informed of the topic a day prior to the event.

✕ Each participant will get to speak on the given topic for 2 minutes.

Finals :

- The topic for the finals will be given a day prior to the event.

- The qualifying teams will be informed regarding the same.

- The debate is to be conducted in the Oxford style.

- Time limit for each speaker is 2+1 minutes and the rebuttal time allotted is 1 minute per speaker.

WEBBED
(WEBPAGE DESIGNING)
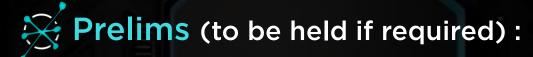
Team size : One to Two

Rules :

- Participants need to create a stand- alone Webpage (only the front end)

- Languages supported are HTML,CSS and vanilla JavaScript only.

- Same set of images will be provided to every participant for inclusion in the webpage.

X-HUNT
(CLUE HUNTING)

Team size : Four

Rules :

Prelims (to be held if required) :

- The participants will be given a set of questions which they will have to answer within the given time.

✖ Finals :

✖ Each team must have 4 members with at least one member being from St. Xavier's College (Autonomous), Kolkata.

✖ Teams must stay together during the Treasure Hunt and teamwork is encouraged to solve the clues. Team members must have their phones with active internet connection and WhatsApp.

✖ Each team will be given a clue at the beginning of the treasure hunt from the registration desk. It will be up to the teams to decipher the clues. Each clue once solved will lead you to a location where you need to click a group-fie with the clue in the background.

✖ Teams will be scored based on completion of the assigned task and the amount of time taken. Once all clues are collected teams must return to the finish in order to be counted as finished.

Note: The detailed rules of the event will be explained by the respective Event Head post registration.

EXCELERATE
(E-SPORTS)

Team size : One

Rules :
Prelims (to be held if required) :

- All players are to carry their own devices(with proper net connection) and headphones/earphones(mandatory).

- Players are required to arrive on time.

- Tournament format: knockout.

- Game mode: 5 vs 5 TeamDeath Match.

- Time limit : 8 minutes.

- For semi-final and final: 10 minutes.

- Score limit: 40.

- For semi-final and final: 50.

- Maps: Ranked TDM maps (16)-[Slums, shoot house,diesel, express, crash, crossfire,raid,nuketown,firing range,summit,standoff,hijacked,crossroads strike,rush,dome,apocalypse]

- All maps must be pre-downloaded. No added time will be allotted for downloading maps or other resources or for adjusting loadouts.

- All players are encouraged to record all matches played in order to have evidence to provide to an Administrator if their opponent is accused of using any item that appears on the banned weapons/items list during their match.Mythic, legendary and prestige weapon blueprints are banned.

- Weapons/attachments banned:SKS,XPR-50, M21 EBR,NA-45,SVD, large caliber ammo(HVK), any akimbo weapon ,Thermite and Gas Grenade Bolts,RPD Infinite Ammo,DLQ Concussion Ammo,HS0405 Thunder Rounds,M4 underbarrel launcher,Hades heartseekerma.

- Any melee weapon with default skin is allowed. Banned items:stim shot,gas grenade, cryo bomb,heartbeat sensor,trip mine,trip sensor, molotov, contact grenade.

Banned perks:

- Red-restock, tactician, martyrdom

- Green-quick fix

- Blue-shrapnel, persistence

- Banned operator skills:ballistic shield, shadow blade, bull charge,k-9 unit,ballista EM3,H.I.V.E, reactor core.

- Private rooms will be created on spot.

- Opponents will be picked at random from participating teams.

- Matches maybe livestreamed.

- Verbal abuse or inappropriate behaviour will lead to team disqualification.

- External devices and hacks/cheats are strictly prohibited.

- All players must remain in the game's lobby following the conclusion of each match. This allows us to view their final score on the scoreboard. Players that leave the lobby earlier and thus do not show up on the scoreboard may be suspended from the on-going tournament. Screenshots of results are required to be saved for further use.

- A player found using violating any of the regulations may get his team disqualified on the discretion of the moderator.

- The moderators' decision is final.

Note: The detailed rules of the event will be explained by the respective Event Head post registration.

SUDO-X
(SUDOKU)

Team size : One

Rules :

- Each participant will be given 4 sudoku problems to solve. Only when the participant solves one problem, can he/she proceed to the next problem.

- The fastest to solve all the problems will be adjudged the winner.

GO FORTH AND CONQUER

(BEST WISHES FROM TEAM eXabyte)