Code In The Dark

Overview

In Code in the Dark, participants take on an exhilarating task to put their skills in front-end programming to the test: creating interfaces entirely in the dark. In order to create pixel-perfect designs, developers must use only their coding intuition and mental visualization in this one-of-a-kind challenge that eliminates visible feedback. The fundamental guideline is straightforward but strict: no output previews are allowed while the project is being implemented.

Rounds

This competition consists of two rounds

Round 1: Participants have to replicate a web page (which will be previewed on a projector at the start of competition for once) using HTML,CSS and Java Script. Duration of this Round is 2 hours.

Round 2: It consist of 5 sub rounds, sub round 1 will be related to HTML, sub round 2 will be related to CSS, sub round 3 will be related to Java Script, sub round 4 will be related to HTML and CSS and sub round 5 will be related to HTML, CSS and Java Script. Duration of each Sub Round is 15 minutes.

We will also provide hints in envelopes to the teams, red (HTML), blue (CSS) and yellow (JavaScript).

Team Formation

Each team can have a maximum of 3 members.

Rules

- Internet access will **NOT** be allowed throughout the competition venue.
- Mobile usage is strictly **prohibited**
- Collaborating with other groups in any sort of way will lead to **disqualification**
- Equipment, other than provided, are **NOT** allowed during the competition.
- Language supported for competition are HTML, CSS, Java Script
- Decision of the Judges will be final.
- Submissions will be taken using GCR (Google Classroom).
- Edibles are **strictly prohibited** in the competition venue
- IDE provided by the organizing team is allowed only , any team using any other IDE will be **disqualified**.

- Any team will **disqualify** due to any of the reasons mentioned below
  - Plagiarism
  - Usage of internet during the competition
  - Disturbance or misconduct with any invigilator or fellow competitors
- Teams are **NOT** expected to bring the laptops with them in the competition because PCs will be provided in the lab venue, communicated through the mail beforehand.
- Competition will be started on the stated time. All teams are expected to arrive on time or earlier to get a head start on instructions.
- The organizers reserve the right to modify the rules or competition parameters in the event of unforeseen challenges, technical difficulties, or circumstances beyond control. Any changes will be communicated promptly to all participants to ensure fairness and transparency.