



PSG College of  
Technology, Coimbatore

## **Students Union 2024-25**



*The Global Clash of Techno Talentz*

**KRIYA 2K25**

**Event Resource Form**

**Events**

ASSOCIATION NAME : Computer Science & Engg Association

EVENT NAME : BinaryxForge

# **INSTRUCTIONS**

## **(TO BE READ BEFORE FILLING THE FORM)**

\* If two different events are to be conducted then fill the above form for each event separately and submit it.

\*\* If the same event continues on both the days (i.e.) Preliminary round on first day and final round on second day, then fill the needed requirement in the same form.

### **Instructions:**

1. Not all the events and workshops submitted will be approved.
2. Maximum of two events, one workshop, one paper presentation can be proposed.
3. Events and workshops should be innovative or based on the trending new technologies relating to the respective stream.
4. Judges must be present throughout the duration of event.
5. No cash prize / memento or any other form of prizes should be given by clubs/association to the event winners.
6. Names for the external guest should be provided by the Students Union if filled-in the items required table.
7. Certificates to the winners, runners, coordinators & volunteers of each event will be provided by the Students Union.
8. If any materials are required prior to the day of the event, please mention "Required in advance" near that material in the "Item Name" column.
9. Halls will be allocated on the basis of availability.
10. The projector will not be provided by the Students Union, use the projector available in the hall.
11. Winner and runner details should be submitted within one hour from the end of event.
12. HDMI cables / VGA converter will not be provided.
13. Take enough copies of the form, for your reference.
14. Further changes are not accepted.
15. Submit it to the point of contact allocated to your club/association.
16. For more details contact your respective point of contact.

Signature of the Secretary

Signature of the Faculty Advisor

## Event Preview: EVNT12

### Secretary Details

Name	Roll Number	Mobile No
Mithilesh E aN	21Z229	8883912299

### Convenor Details

Name	Roll Number	Mobile No
Lohith S	22N228	9488125100
Mehul Dinesh	22N232	8608715000

### Volunteer Details

Name	Roll Number	Mobile No
Neelesh Padmanabh	23Z241	8148401083
Akhil Ramalingam	23Z207	7358113756

### Faculty Advisor Details

Name	Designation	Contact Details
Dr. N Gopikarani	Professor	9994153301

### Judge Details

Name	Designation	Contact Details
Aaditya Rengarajan	Student	9444511430

## Event Details

Day 1: <input checked="" type="radio"/>		Day 2: <input type="radio"/>	Day 3: <input type="radio"/>	Two Days: <input type="radio"/>
No of Rounds: 2 Expected no of Participants: 150 Duration of the event: 7 hours				
Individual: <input type="radio"/>		Team: <input checked="" type="radio"/> Min Size: 2 Max Size: 4		
No of Halls Required: 2 Preferred Halls: AIR Lab (E-block 3rd floor) Reason: Large number of participants expected and computer required				
Slot Details: Slot 1: 9:30 to 12:30 <input type="radio"/> Slot 2: 1:30 to 4:30 <input type="radio"/> Full Day <input checked="" type="radio"/>				
Extension Boxes: 0 Reason:				

Signature of the Secretary:

Signature of the Faculty Advisor:

Items Required

S.No.	Item Name	Quantity	Price per Unit	Total Price
No items available				

# **EVENT DESCRIPTION**

**EVENT NAME:** BinaryxForge

**ONE LINE DESCRIPTION (TAG LINE):** Conquer the Challenge, Defeat the Impossible at BinaryxForge!!!

## **ABOUT THE EVENT:**

"BinaryxForget" will be a two round technical event, where the participants will be challenged on their knowledge of different programming languages, as well as be tested on their logical thinking abilities with various puzzles. The goal of this event is to test the abilities of the participants, improve their teamwork, logical thinking abilities, as well as inform them about important terms from the emerging fields in the tech world.

## **ROUND - 1**

**NAME:** HoneyPot

### **DESCRIPTION:**

STAGE1! DeceptiCon – The AI Deception Game Participants are divided into two teams: Deceivers and Decoders. ♦ Deceivers: Create human-like content such as images, recordings, or text messages designed to trick the other team into thinking it was generated by AI. ♦ Decoders: Analyze the content and determine whether it was created by AI or humans. STAGE2! Cipher Siege – Unlock the Hidden Key Teams face a series of technical challenges to uncover fragments of a hidden key. Participants solve various problems to uncover parts of the key. Challenges include: ♦ Cryptographic Puzzles: Solve encrypted messages using basic ciphers (Caesar cipher, Vigenère cipher, etc.) or custom encryption algorithms. ♦ Logic Challenges: Solve puzzles or riddles that reveal additional pieces of the key.

### **ROUND RULES:**

- ♦ Time Limit: 1 to 2 hours, based on our discretion.
- ♦ This round will be held on a proprietary platform built in house by members of the club.
- ♦ The participants are not allowed to use the internet unless explicitly stated to do so.
- ♦ All tie-breakers will be handled automatically by the platform in Round-2 based on the time of submission.
- ♦ Final winners will be decided based on the aggregate score from both rounds.
- ♦ All participants from round-1 are eligible to participate in round-2.
- There will be no eliminations.
- ♦ The organizers reserve the right to resolve any discrepancies.

## **ROUND - 2**

**NAME:** Labyrinth of Secrets

### **DESCRIPTION:**

In this classical CTF, you'll navigate through a series of cybersecurity challenges, each unlocking the next level. Solve tasks like cryptography, reverse engineering, and web security to find hidden "flags." Each flag reveals a clue to progress deeper into the labyrinth, testing your skills and knowledge along the way. Can you unlock every level and emerge victorious?

**ROUND RULES:**

- ❖ Time Limit: 1 to 2 hours, based on our discretion.
- ❖ This round will be held on a proprietary platform built in house by members of the club.
- ❖ The participants are not allowed to use the internet unless explicitly stated to do so.
- ❖ All tie-breakers will be handled automatically by the platform in Round-2 based on the time of submission.
- ❖ Final winners will be decided based on the aggregate score from both rounds.
- ❖ All participants from round-1 are eligible to participate in round-2.
- There will be no eliminations.
- ❖ The organizers reserve the right to resolve any discrepancies.

**Signature of the Secretary**

**Signature of the Faculty Advisor**