

UI BATTLES

ABOUT EVENT

A thrilling web-based challenge that will put your design and coding skills to the test. Participate in this competition to showcase a compelling UI using HTML, CSS, JavaScript and / or other CSS Libraries.

PROBLEM STATEMENT

A web based event where participants undergo 2 rounds of intense competition. In round 1 the participants will be given HTML and CSS snippets and relevant problem descriptions. The participants have to choose correct Javascript code to attain the solution demanded in the problem description(MCQ type), the more correct solutions they pick the more points they earn. In round 2 participants have to clone a figma using html and css and javascript only. The more it aligns with the given figma design the more points they earn.

REGISTRATION:

TEAM REQUIREMENTS:

- Basic knowledge of HTML, CSS, Javascript.
- Team of 2 members(max).
- Solo participation is also allowed.
- Team members must be of the same school or college.
- Participants should get their school/college ID card.
- Any number of teams from a school/college is allowed.

REGISTRATION METHOD:

Registrations are open on the official Codeblaze website (<https://codeblaze.sosc.org.in/>).

REGISTRATION FEES:

Every team has to pay a registration fee of ₹300 in order to register successfully.

COMPETITION RULES

There will be 2 main rounds in the competition.

NOTE:

- There might be a preliminary quiz round (online mode) depending on the number of participants registered prior to the main event.
- The participants qualifying in this quiz will be selected for the competition day at Sahyadri College of Engineering and Management.

Round 1: CODE THE LOGIC

Teams will be given a set of HTML snippets. Each snippet will have an associated description indicating the task that needs to be performed. Participants have to choose the correct javascript code to satisfy the functionality demanded (MCQ type).

- There will be only one correct option.
- There will be no elimination in this round.
- Teams will be scored on the number of correct options they select.
- If 2 teams get the same score, then the team which submitted first will be given higher priority (only in case there is a tie after the second round).
- This score will be carried forward for the next round.
- It will carry only 30% of weightage.

Round 2: PAGE CLONING CHALLENGE

Teams will be provided with a figma design which they have to clone using HTML, CSS and Javascript.

- Teams have to clone the figma design in the specified duration.
- Teams will be evaluated based on how closely their web page aligns with the provided figma design.
- Participants will be provided with internet to refer only in this round.
- It will carry 70% of weightage.

The winners will be determined by calculating the average score from both rounds.

GENERAL RULES

- Usage of cell phones or any other electronic devices is prohibited.
- Communication with any other team during the event is prohibited, both in online and offline mode.
- The Organizer's decision will be final.

(The rules are subjected to change)

JUDGING CRITERIA

The team with the maximum total score from both the rounds will be declared the winner. i.e, after adding the score from the first round and the second round whichever team has higher score that team will be declared as the Winner.

CONTACT INFORMATION

Srajan Kumar: 8050215589 (SOSC)

Tejas GK: 94809 87928 (SOSC)

Babith: 8971206807 (Team Challengers)