CODEQUEST

ABOUT EVENT :
Want to show off your coding skills? Then you have come to the right place. Here you can show your skills by completing the given challenges. Face against your peers to test your current level. Make sure to keep your foundations of coding skills strong.

REGISTRATION:

TEAM REQUIREMENTS:
- All the team members must be full-time students at an accredited
- University/College/School.
- Students from multiple Colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- The team should have 3 members in total.
- Each participant may only be a part of one team.
- Participants should get their school/college ID card.

REGISTRATION METHOD:
Registrations are available on the codeblaze website : https://codeblaze.sosc.org.in/

REGISTRATION FEES:
Every team must pay a registration fee of ₹300/- to register successfully.

COMPETITION RULES:
The event will consist of 3 rounds. Each round will have a point system for judging and eliminating teams for the next round.

Round 1 - MCQ's (Duration - 30 mins):
In this round, 25 MCQ questions related to computer science will be given to the participants, who are supposed to solve them within 25 mins. After this round, the results will be announced in 15 minutes.
Judging Criteria: The top 25 teams with the most questions correct will advance to the 2nd round.

Round 2 - Bug Hunt (Duration - 1 hour):
In this round, 5 codes consisting of a total of 15 bugs will be given to the participants, who are supposed to find the problem within 30 mins. After this round, the results will be announced in 15 minutes.

Judging Criteria: The top 15 teams who find the maximum number of bugs will advance to the final round.

Round 3 - Coding Round (Duration - 1 hour):
In this round, 4 coding questions will be given to the participants, who are supposed to solve the problem within 1 hour. After this round, the results will be announced right away.

Judging Criteria: The first team to solve the maximum amount of provided questions with all the provided test cases passed in the fastest time will win this round and be named the winner of this event.

STALEMATE CASE:
In case of a stalemate wherein no teams are making any progress in rounds 2 and 3 TIME will be considered as the major parameter to advance the team to the next round or in case of a stalemate in round 3(final round) the team which has solved the fastest in round 2 will be named as the winner.

Note: Stalemate happens when no teams are making progress in the given time allotted for each round.

GENERAL RULES:
● Communication with other teams is not allowed during the event is not allowed.
● No external electronic device is allowed to be used during the event.
● The Organizer's decision will be final.
● In case of foul play, the team will be disqualified.

OVERALL JUDGING CRITERIA:
● The winner will be decided by the number of points each team has earned.
● In the case of two teams having the same points, time will be considered a major parameter to decide the winners.

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