CODE KRIEGERS 3.0

Nefarious is Back....Our Last Hope….The Kreigers!!

#include<courage.h>

#include<knowledge.h>

#include<commonsense.h>

Coding is not only about making complex code and learning new languages rather it's an art and involves proficiency in other prospects of coding also like debugging, having an idea about the working of the compiler and many other things. Come and save the world again from the egregious evil nefarious who's back with even more cruelty.

Use your talent, use your skills, use your knowledge and save the world again, as **The World needs you!!!!**

“Nefarious returns and so do the Kriegers”.

Round Format:

Round 1: Code Hunt.

Round 2: Break the castle

Round 3: Fight the Nefarious.

Event Rules:

Round 1: Code Hunt

Get a map, use the hints, find the Clue cards arrange them in proper sequence to find the password to the castle.

Rules:

First round of the competition is a to check your analytical and logical skills by puzzling your mind with a code cum treasure hunt.

1. The registered teams (2 warriors) will be given certain clues and statements of the source code which they will have to arrange to complete a code to get a valid output (password to the castle i.e. the next round).

2. The teams will have three lives which they can redeem at any point of the round to get direct answer of the clue.

3. Lesser the lives spent more will be the chances to defeat the evil.

4. The clues will be solvable using simple logic and common sense and the pieces of code can be arranged if the teams have basic coding knowledge.

5. The logic used will not be considered, only the output given should be valid.

6. The difficulty of the clues will increase with each piece of code being found.

Specifications:

1. The encryption of the source codes will be in C/C++.
2. Teams **can't interact with** each other during the course of the round. A friend of the nefarious will also be considered nefarious.
3. Any team found cheating or using nefarious sources like mobile etc. will be conflagrated.

Scoring:

1. For each successful search teams will get +10.
2. If the team answers the code correctly i.e. gives a valid output it will be awarded +50 and top 30 teams with maximum lives and score will get the password to enter the castle.
3. Each life (hint used) will result in the deduction of 5 points.
4. Faster the ninja easier the route to the castle (First come first serve).

ROUND 2: BREAK THE CASTLE

Use your debugging skills to kill the guards around the castle to fight the Demon.

Rules:

1) Find the bug out of the code snippet
2) There will be a bug only in one line of the given code snippet which has to be found within 1 min.
3) Each bug found will kill a guard.
4) Top 10 teams of kriegers will be facing the nefarious.

SCORING:

- +20 for each successful debug.
- Tie breaker: Fight a mysterious guard, with a blind fold.

Round 3: FIGHT THE NEFARIOUS

RULES:

1) This will be the final bout against the nefarious, it will last for 1 hour
2) The qualified kriegers will be given questions which will have alpha-numeric answers.
3) The kriegers will be required to figure out the answers. When they give the correct answer they will get the a more powerful weapon .

4) A question can also be skipped by taking a penalty (see scoring), but once a question is skipped, any answers for it will not be entertained.

5) The questions will be solvable using coding, but the answers can be attained even using common logic in addition to the coding.

6) The code or logic used will not be considered, only the answer given should be correct. After giving a wrong answer for a question, a team will not be able to give another answer for that question for a duration of 1 minute

- The difficulty of the questions will escalate with each question

Specifications:

1) Laptops/PCs will be provided to perform the computational tasks using which the answers will be obtained.

2) There will be provisions for programming only in the following languages- C, C++, Java and IDEs (Code::Blocks, Dev C++, Eclipse) will be present for the same.

3) **Using** common **logic** does not imply cheating, and any team found doing so will be disqualified immediately.

Scoring:

1) For questions 1-3 solving each question will provide +40 points.

2) For all questions after 3, each question will hold 10 more points than the previous question, i.e. question 4 will hold +50 points, question 5 will hold +60 points, question 6 will hold +70 points and so on.

3) In case a team wants to skip a certain question, they will have to incur a penalty of -10.

4) Only scores from round 3 will be used to determine the winners. In case of a tie, the combined score of round 2 and round 1 will be used as a tie breaker.

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