

CodeRush : Mission Defuse

Race against time, debug with precision, and outsmart the clock to save the day!

Event Overview

Duration: 3 Hours

Date : 2nd March

Time : 10:00 AM

Venue : Yet to be announced

Platform: Hackerrank

Objective: Teams must solve coding challenges to defuse virtual bombs and climb the leaderboard. The event is fast-paced, with penalties for incorrect submissions and a final countdown to determine the winner.

Event Description

Teams of 2 participants will be tasked with defusing virtual bombs planted in a high-security command center. Each bomb is protected by complex coding challenges, logic puzzles, and malfunctioning systems. Teams must race against the clock to debug code, solve algorithmic problems, and decrypt hidden clues to defuse the bombs before time runs out.

The event is divided into multiple phases, with each phase increasing in difficulty. Teams must climb the leaderboard to survive the shrinking "safe zone," and eliminated teams get one chance to re-enter the game by completing a high-stakes "Last Stand" challenge. With penalties for incorrect submissions and a final countdown, only the fastest and most skilled teams will emerge victorious.

Event Flow

1. Phase 1: Bomb Defusal (90 Minutes)

Objective: Solve as many HackerRank questions as possible to earn points and climb the leaderboard.

Details:

- ♦ Teams are given a set of **5-7 HackerRank questions** of varying difficulty (easy, medium, hard).
- ♦ Questions can include logic puzzles, debugging challenges, and algorithmic problems.

Scoring:

- ✦ Points are awarded based on HackerRank's default scoring system (difficulty-based).
- ✦ Teams lose **10 Health Points (HP)** for each incorrect submission.

2. Phase 2: Safe Zone Shrink (30 Minutes)

Objective: The bottom 20% of teams are eliminated, but they get one chance to re-enter the game through the **Last Stand** challenge.

Details:

- ♦ The leaderboard is frozen after 90 minutes, and the lowest-ranked teams are eliminated.
- ♦ Eliminated teams compete in the **Last Stand** challenge for a chance to re-enter the game.

Last Stand Challenge:

- ♦ A **single HackerRank question** (medium difficulty) is provided to all eliminated teams.
- ♦ Teams that solve the question within the time limit (20 minutes) earn **20 bonus points**, which are added to their Phase 1 score.
- ♦ Teams that successfully complete the challenge re-enter the game and advance to the final round.

Scoring for Last Stand:

- ✦ Correct submission: +20 points (added to Phase 1 score).
- ✦ Incorrect submission: No points, and the team remains eliminated.

3. Phase 3: Final Countdown (60 Minutes)

Objective: The top teams (including those who made a comeback through Last Stand) compete in a high-stakes final round with **3 advanced HackerRank questions**.

Details:

- ✦ Teams must solve the final set of questions under intense time pressure.
- ✦ The questions are more challenging and carry higher point values.

Timer Boost via Real-time debugging:

- ♦ Teams debug pre-written code that controls the bomb's timer.
- ♦ Successfully debugging the code adds **5 minutes** to the team's remaining time.
- ♦ Example: Fix a Python script that incorrectly calculates the remaining time.

Scoring:

- ♦ Points from Phase 1, Last Stand (if applicable), and Phase 3 are combined to determine the final leaderboard.
 - ♦ Teams lose **15 HP** for each incorrect submission in this phase.
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Evaluation Criteria

1. Total Points:

- ✦ Points are awarded based on Hackerrank's scoring system (difficulty-based).
- ✦ Higher difficulty questions carry more points.

2. Health Points (HP):

- ✦ Teams start with **100 HP**.
- ✦ Incorrect submissions deduct HP:
 - ✦ **Phase 1:** -10 HP per incorrect submission.
 - ✦ **Phase 3:** -15 HP per incorrect submission.

3. Last Stand Bonus:

- ✦ Teams that complete the Last Stand challenge earn **20 bonus points**, which are added to their Phase 1 score.

4. Tiebreaker:

- ✦ If two or more teams have the same total points, the team with higher HP wins.
 - ✦ If HP is also tied, the team that reached the score first wins.
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Event Rules

1. Teams of 2-3 members.
 2. No external help or code sharing.
 3. Teams must stick to the time limits for each phase.
 4. Decisions of the event organizers are final.
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Contact Information

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