

</CODE MASTER> **RULES & GUIDELINES**

CODE MASTER 1.0 – RULES & GUIDELINES

01. General Rules

- The number of members in a team is limited to 04 people.
- All team members should be present for all events to get their certificate.
- All participants must be respectful of other participants and organizers.
- Harassment, discrimination, and other forms of inappropriate behavior will not be tolerated.

02. Eligibility:

- Only DITEC students can participate in the Junior category.
- Only HND and Top-Up Degree students can participate in the Senior level.

03. Registration:

- All teams must register for the event in advance. **Registration will open on 02nd of May 2023 and close on 21st of May 2023.**
- All teams must pay a **registration fee of 1000LKR** (250LKR per person).

04. Computer Requirements:

- **Every senior level attendee must bring their own computer.**
- **Organizers will provide one computer to each junior level team and a team member should bring one more computer** to the team. (This means that only two computers are allowed per junior level team.)

05. External Resources:

- Attendees are not allowed to use ChatGPT or similar tools.
- Attendees are allowed to use only frameworks, libraries, or APIs provided by the organizers during the event.

06. Event Challenges:

Code Combat -

In the Code Combat challenge, **both junior and senior level** participants will have the opportunity to showcase their web development skills by creating a web-based solution according to specific requirements provided during the event. Junior teams will create a functional and visually appealing website using HTML and CSS, while senior teams will tackle more advanced and challenging web application tasks. Participants must work together to complete the challenges.

- Participants are allowed to use any resources that are provided by the organizers.
- Attendees can use HTML, CSS, JavaScript, PHP, Python, C#, ASP.NET, and Java to develop their web applications.
- If any team needs, only Bootstrap, Tailwind CSS, jQuery frameworks/libraries are allowed.
- Functional websites or web applications must be submitted as ZIP files along with a simple report of all functional requirements.
- Using CMS like WordPress, Framer is not allowed.
- Code generation tools like Adobe DreamViewer are not allowed.

Mind Maze -

This challenge is only available for **Junior level** teams. In the Mind Maze challenge, participants will be presented with coding puzzles that will require them to use their problem-solving skills to find creative solutions. This challenge will push their thinking and creativity to the limits.

- Participants should work together to solve the puzzles.
- Participants are not allowed to use any outside help, such as books, websites, or other people.

Blitz Code -

This challenge is only available for **Senior level** teams. In the Blitz Code challenge, participants will face real-time coding challenges that require quick thinking and creative solutions. They will need to use their coding skills to solve problems under time pressure.

- Participants should work together to write the fastest code possible.
- Participants are not allowed to use any outside help, such as books, websites, or other people.
- Programming Languages: JavaScript, PHP, Python, C#, ASP.NET, C, C++, and Java.
- Not allowed to use frameworks/libraries for this challenge.
- The Blitz Code challenge will be conducted on the HackerRank.com platform, and **attendees must have a hackerrank.com account** to participate.

Bullet Brain -

This challenge is available for both **Junior & Senior levels**. The Bullet Brain challenge will put participants' knowledge and speed to the test in a quiz game that rewards quick thinking. Participants will need to answer questions on various topics quickly and accurately to outscore their opponents.

- Participants are not allowed to use any outside help, such as books, websites, or other people.
- The quiz will be conducted on the Quizizz.com platform, and **attendees must have a Quizizz.com account** to participate.