CRYPTO POKEMON

OVERVIEW:

This event basically comprises of 2 rounds, crypto pokemon and crazy code. In Crypto Pokemon the team has to decode the cryptoghapically encoded hints which will lead them to various 'booths' located across the Somaiya campus. At each hop, an alphabet card will be given to the team along with the hint. At the end you will make up a name of a pokemon. In Crazy Code there will be competitive coding on Hackerearth platform with 5 easy coding problems which will be time based.

RULES:

ROUND 1 Crypto Pokemon:
The theme of this round is similar to the Pokemon Go augmented reality game. It begins with the teams assembling in a particular room where they are handed their first hint. This hint leads them to one of the 'booths' located in and around the KJSCE campus. The said hint will be cryptographically encoded, with the method to solve it given on the same sheet. It must be noted that even though a description of the method to decode the hint will

be provided, the problems will be too tough for the teams to be solved instantly. There will be a total of 10 booths located at different places, e.g. the watermelon, the chess board, the maggi house, the A building entrance etc. The team will receive a hint at every hop that will lead them to the next hop. If there are 'n' teams, then 'n' different patterns of paths will be designed. For example, Team A on solving all hints sequentially successfully, follows a path Home-4651728309-Home, whereas Team B on doing so will follow a path Home-1452379860-Home. At each hop, an alphabet card will be given to the team along with the hint. The way to check if the teams solved the hints sequentially and did not just go at all booths to apply brute force an organiser will be present to check the order of the alphabets collected by that team. Eventually when put together, these alphabets will make up a name of a Pokemon (10 letters). The maximum total time allotted for the task will be 45 minutes.

ROUND 2 Crazy Code:

This is a competitive coding event on Hackerearth platform. A set of 5 very easy coding problems will be given to the teams to solve. However the catch is, the time allotted to complete the task will be just 15 minutes. The race against time will leave all the participants at the edge of their seats. The problems will be of the type Recursive Factorial, Fibonacci, Pattern printing etc. After one set of questions, there is a lap break of 2 minutes followed by another round of 5 questions 15 minutes. The team with more number of solved questions all test cases satisfied, will be ranked higher.

JUDGING CRITERIA :

ROUND 1 Crypto Pokemon:

The score of Round 1 will be (the number of minutes remaining at the time when the team comes back to the home room after completing the path*10). For e.g., if task is completed in 35 minutes, the score will be ((4535)*10)=100. If the team was unable to complete the task within 45 minutes, the score from Round 1 will be zero. All teams will move to Round 2.

ROUND 2 Crazy Code:

The team with more number of solved questions all test cases satisfied, will be ranked higher. The number of problems solved * 10 will be the score of Round 2.

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