



3<sup>RD</sup>-5<sup>TH</sup> APRIL

*Are you a coding geek as well as a gaming freak? Love to dominate and capture territories in games? Well then this is the right place for you. Coding is made even more interesting than ever with a twist. An online Map Conquest event where only the worthwhile would be enthroned as the KING OF THE TERRITORY. So c'mon let your codes clash against each other in this WAR OF DOMINANCE with the slogan "Code, Conquer, Defend and Win"!!!*

*It is an online event. The direct URL is: <http://goz.edg.co.in>*

## RULES

- Individual event, so no teams allowed.
- C, C++, Java, Python or any programming language of your choice will be the allowed.
- Coding contest on the concept of capturing zones of a given simulated map with your coding skills.
- The difficulty of the question and duration of capture of a particular zone will contribute to your points.
- The contest will span over 3 days, and the map will comprise of 8 zones, each zone will be active for 3 hours and then will be closed for the next 24hrs, meanwhile other zones will open and close in similar fashion.
- In case of a tie the one who solves the most difficult question first will be given preference.

## HOW TO PLAY

### GENERAL

Each zone will open for 3 hours, as soon as a participant starts solving the questions correctly he starts levelling up and starts getting points for capturing the zone, the more levels he has and the more time he dominates a zone the more points he gets.



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## ATTACKER

For an attacker, i.e. a participant who comes in after a zone has been captured.

The participant must solve questions till he matches the same difficulty level (in terms of question difficulty) as that of the current dominating participant on that zone to gain points. If both are on the same level then both will get points. After reaching the same level as that of the dominating player, the participant can solve more questions to completely dominate the zone and deprive the previously dominating participant from getting further points.

### Explain:

For e.g. If Sohom is dominating zone A and has solved 3 questions then the level of the zone is 3. And he is getting "x" points per minute. Now you plan to attack his zone, you start by solving level 1 2 3 questions respectively thus matching the level of the zone only then will you start getting "x" points per minute. Now considering you solve the level 4 problem, then you will start getting "y" points per minute and Sohom won't get any points until he is able to match your difficulty level or surpass you.

## DEFENDER

For a defender, i.e. a participant who already is dominating a zone.

The participant gets a buffer as per the difficulty level he has solved. Let's say he has solved "x" number of questions, then an attacker has to solve "x" questions, hence "x" acts as a buffer.

A participant can continue solving more questions to increase the value of "x" while he is being attacked.

### Explain:

For e.g. If you are dominating zone A and have solved 3 questions then the level of the zone is 3. And you are getting "x" points per minute. Now Sohom plans to attack your zone, he has to start by solving level 1 2 3 questions respectively thus matching the level of the zone only then will Soham start getting "x" points per minute. Now considering you solve the level 4 problem, then you will start getting "y" points per minute and Sohom won't get any points until he is able to match your difficulty level or surpass you. You can solve more questions as well to increase your difference with Sohom and stay the dominating one and consolidate your position.



## CONTACTS

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