COGNIZANCE 2K24

CSPIT CE

Title of Technical Event: Network Hunting

Event Coordinators:

Faculty Coordinators

1. (Deep Kothadiya, 8347, 9712073078)

Student Coordinators

1. (Het Khatusuriya, D22CE166, 6351532049)

Event Description:

Welcome to the Amazing Network Challenge, an exhilarating competition designed to test your IP Address knowledge and network connections. This two-round event promises an immersive experience filled with puzzles, teamwork, and networking challenges. Get ready to embark on an unforgettable adventure!

Team Specification:

No. of Participants per entry/ Team: 3

Basic networking and programming knowledge.

Task:

Task 1 : Maze Game.
Task 2 : Solve the question and get clues and combines all clues and find
　　　　IP address.
Task 3 : Solve the code and reach to final location.

General Rules and Regulations:

1. Fair Play: Teams must adhere to the principles of fair play and sportsmanship. Any form of cheating, use of external assistance, or disruptive behaviour may result in disqualification.
2. Time Management: Teams must be mindful of the time constraints for each round. It is essential to manage time effectively to complete the challenges within the designated time limits.
3. Safety: Participants must prioritize their safety and the safety of others during the challenge. Any reckless or dangerous behaviour will not be tolerated.
4. Organizer's Decisions: The decisions of the event organizers and coordinators are final and binding. Any disputes or concerns should be addressed to the designated event officials.
5. Team : Only whole team as to reach to location then only game will be started.
6. Code of Conduct: Participants must adhere to a respectful and professional code of conduct throughout the event. Any behaviour that violates the code of conduct may lead to immediate disqualification.
7. Disqualification: The event organizers reserve the right to disqualify any team or participant who violates the rules or engages in misconduct.

Rounds:

- Round 1:

In the first round, teams will participate in a maze game. Only the team leader is allowed to take part. Each registered team will compete against each other. The objective is to navigate through the maze as quickly as possible.

Out of the 50 participating teams, the first 30 teams to successfully complete the maze will proceed to the next round. The execution time for this round is limited to 30 minutes.

- Round 2:

The second round is a more complex challenge that requires both IP Address knowledge and effective teamwork. Here's how it unfolds:

- Each team will be provided with a chit containing a hint about an IP Address.
- The team's task is to compile all the IP Addresses and determine which ones are valid.

- Working together, the team needs to figure out in which lab the PC with the valid IP Address is located.
- A piece of code will be provided, which the team must compile to obtain a new IP Address.
- Team will then proceed to the PC that corresponds to the new IP Address.
- At the PC, the team will compile another code to retrieve the folder name.
- They will find another IP Address(Hint) and this will be done 4 to 5 times.
- Then at the final PC round 3 will be started.

- Round 3:

Final Location will be provided at last and whole team has to reach there. When whole team will be present then only team will be considered as a winner.
- In these round whole team has to solve DSA code in any one programming language.
- After solving the code team will get final folder location.
- Inside the folder, a text file will be found, containing the (hint)coordinates of the final location.
- The team must navigate to the final location indicated by the coordinates.
- At the final location, they will find a coordinator who will guide them through the final task.
- The final task is to take a selfie with the coordinator and the CZ (Challenge Zone) banner at that location.
- The team must then post the selfie on social media platforms using the hashtags provided by the coordinator.

The winner will be determined by the team that posts the image first with the correct hashtags.

Event Rules:

1. You should have the basic knowledge of how to read a IP address and any one programming language.
2. Individuals have to form a team of three.
3. The event consists of three rounds.
4. First round will be simple a puzzle solving round.
5. Second round consists of IP hunting.
6. Third round has programming code and will give final task location.