



# ENIGMA

**- CRACK THE CODE -**

ORGANIZED BY MATHEMATICS SOCIETY - UNIVERSITY OF MORATUWA

# DELEGATE BOOKLET

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# WHAT IS MORAMATHS?

MORAMATHS, THE MATHEMATICS SOCIETY OF THE UNIVERSITY OF MORATUWA, COMPRISING OF ENTHUSIASTIC UNDERGRADUATES UNITED IN THEIR SHARED PASSION FOR MATHEMATICS, IS A PLATFORM FOR THE DISCUSSION OF VARIOUS TOPICS IN MATHEMATICS WITHIN THE UNIVERSITY, AND THE GENERAL UPLIFTMENT OF MATHEMATICS THROUGHOUT SRI LANKA.

OUR ENDEAVOURS AT MORAMATHS EXTEND BEYOND MATHEMATICS, AS WE STRIVE TO MAKE POSITIVE CONTRIBUTIONS TO THE SOCIETY ACROSS VARIOUS FIELDS, BY ORGANIZING A VARIETY OF EVENTS AND COMPETITIONS THROUGHOUT THE YEAR.

FOR MORE INFORMATION ABOUT MORAMATHS, PLEASE VISIT OUR OFFICIAL WEBSITE.

# ENIGMA'24 - CRACK THE CODE

ENIGMA'24 - CRACK THE CODE HACKATHON IS THE FIRST EVER HACKATHON ORGANIZED BY THE MATHEMATICS SOCIETY OF THE UNIVERSITY OF MORATUWA. THIS IS AN INTRA-UNIVERSITY PROGRAMMING COMPETITION, WHICH IS OPEN TO ALL UNDERGRADUATES FROM THE UNIVERSITY OF MORATUWA.

THE HACKATHON WILL BE CONDUCTED IN TWO ROUNDS; THE FIRST ROUND AND THE SECOND ROUND.

THE FIRST ROUND WILL BE CONDUCTED ONLINE AND THE FINAL ROUND WILL BE CONDUCTED PHYSICALLY ON THE UNIVERSITY PREMISES. BOTH ROUNDS WILL BE CONDUCTED VIA THE HACKERRANK PLATFORM.

# EVENT TIMELINE

REGISTRATION OPENING  
22nd FEB

REGISTRATION CLOSING  
10th MARCH

TEAM ANNOUNCEMENT  
18th MARCH

16th MARCH  
1ST ROUND (VIRTUAL)

● 23rd MARCH  
FINAL ROUND (PHYSICAL)

23rd MARCH  
AWARDING CEREMONY

# ELIGIBILITY

THE HACKATHON WILL BE OPEN ONLY TO UNDERGRADUATES OF THE UNIVERSITY OF MORATUWA.



# REGISTRATION PROCESS

- **REGISTRATION PROCEDURE**

PARTICIPANTS SHOULD REGISTER AS TEAMS. REGISTRATION SHOULD BE DONE THROUGH THE ENIGMA WEBSITE.

- **TEAM NAME**

EACH TEAM IS EXPECTED TO COME UP WITH A TEAM NAME THAT UNIQUELY IDENTIFIES THEIR TEAM.

- **TEAM SIZE**

EACH PARTICIPATING TEAM MUST COMPRIZE A MINIMUM OF 1 MEMBER AND A MAXIMUM OF 3 MEMBERS.

- **TEAM EMAIL**

A DEDICATED EMAIL ADDRESS (ACCESSIBLE TO ALL MEMBERS OF THE TEAM) MUST BE CREATED SOLELY FOR TEAM COMMUNICATION AND REGISTRATION. ALL OFFICIAL CORRESPONDENCE WILL BE DIRECTED TO THIS DESIGNATED EMAIL ADDRESS. EACH TEAM IS REQUIRED TO HAVE A SINGLE HACKERRANK ACCOUNT ASSOCIATED WITH THIS EMAIL ADDRESS TO PARTICIPATE.

- **REGISTRATION INQUIRIES**

CONTESTANTS ARE ENCOURAGED TO DIRECTLY ADDRESS ANY REGISTRATION RELATED INQUIRIES OR CORRECTIONS TO THE ENIGMA ORGANIZING COMMITTEE VIA THE DESIGNATED EMAIL.

CONTACT INFORMATION WILL BE PROVIDED UPON REQUEST.

# PROGRAMMING LANGUAGES TO BE USED

TEAMS MAY USE ANY OF THE PROGRAMMING LANGUAGES PROVIDED THROUGH THE HACKERRANK PLATFORM, WHICH INCLUDE PYTHON, C, C++, ETC.



# WINNER SELECTION AND JUDGING CRITERIA

THIS HACKATHON WILL CONSIST OF TWO ROUNDS.

- **FIRST ROUND**

THE FIRST ROUND WILL BE CARRIED OUT ONLINE THROUGH HACKERRANK.  
THE TOP TEN HIGHEST-SCORING TEAMS FROM THE FIRST ROUND WILL ADVANCE TO THE SECOND  
ROUND. THE ANNOUNCEMENT OF THE ADVANCING TEAMS WILL BE MADE WITHIN 4 DAYS.

A "MOST POPULAR TEAM" POLL WILL BE CONDUCTED ON OUR SOCIAL MEDIA PAGES. THE  
WINNING TEAM WILL BE CHOSEN BASED ON THE NUMBER OF REACTIONS/SHARES RECEIVED ON A  
POST THAT WILL BE SHARED ON OUR SOCIAL MEDIA PAGES.

- **SECOND ROUND**

THE SECOND ROUND WILL BE HELD PHYSICALLY AT UNIVERSITY PREMISES. PARTICIPANTS SHALL  
COMPETE VIA HACKERRANK WHILE BEING PHYSICALLY PRESENT ON UNIVERSITY.

# HACKATHON RULES AND REGULATIONS

- THE FIRST ROUND WILL LAST FOR A DURATION OF 6 HOURS.
- ONLY THE TOP TEN TEAMS SELECTED FROM THE FIRST ROUND SHALL BE ELIGIBLE TO PARTICIPATE IN THE SECOND ROUND OF THE HACKATHON. SELECTED TEAMS MUST BE PHYSICALLY PRESENT ON CAMPUS TO TAKE PART. THIS ROUND WILL ALSO LAST FOR 6 HOURS.

# AWARDS



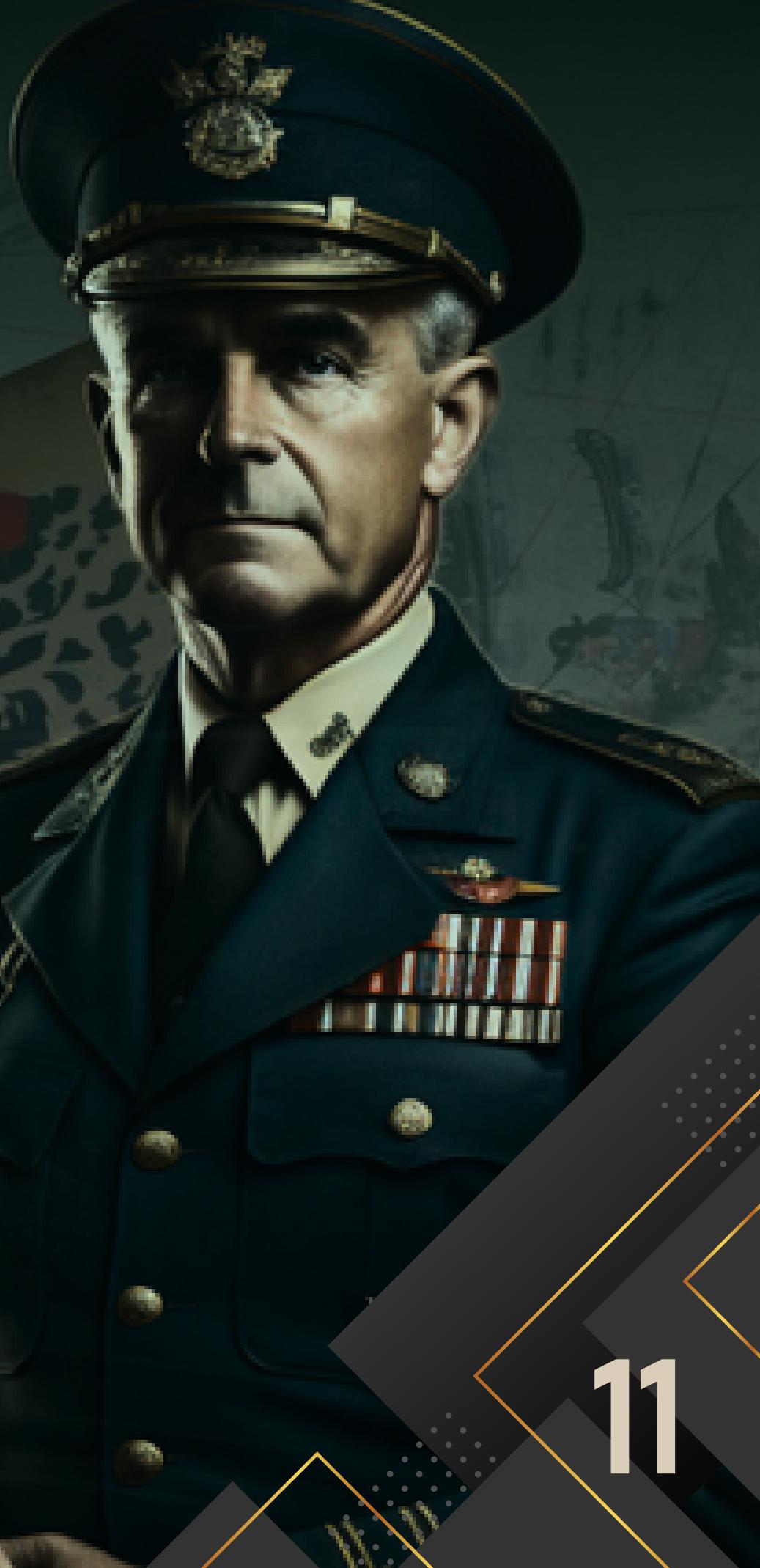
1ST RUNNERS UP



WINNER



2ND RUNNERS UP



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