

# OPEN SOURCE FIESTA

## ABOUT EVENT :

Open 'Sauce' Fiesta is a treat for all you open-source enthusiasts out there! Prepare to delve into the world of open source, contribute to projects and learn from the community. Gear up to enhance your coding skills- one pull request at a time!

## PROBLEM STATEMENT :

Participants are expected to select and contribute to any one of the five repositories available, by solving all three issues raised.

## REGISTRATION:

### TEAM REQUIREMENTS:

- Open Source Fiesta is an individual event (only solo participation is allowed)
- Participants must have a GitHub account
- Participants must be familiar with Git
- A stable internet connection is required

### REGISTRATION METHOD:

Registrations are available on the codeblaze website : <https://codeblaze.sosc.org.in/>

### REGISTRATION FEES:

Nil. The event is open to everyone and has no participation fee.

### COMPETITION RULES:

The competition will be conducted online, on GitHub and will last for a total of 24 hours.

### Contributing to a repository:

Participants must select any one of the 5 given repositories and solve all 3 of the issues raised. Before starting work on resolving the issue, participants must mention that they are working on the issue in question.

Participants are expected to strictly work on the points raised in the issue only. Any work or contribution made outside the scope of the issue will not be considered.

Participants are encouraged to contact the owners of their chosen repositories for any query regarding the issues.

### Submission:

- Participants must provide the issue number in the PR, and optionally in the commit body/footer.
- Can also follow Conventional Commits optionally
- Participants must ensure that the commits include the changes in brief.
- Merge requests should be sent to the owner of the repository.

### GENERAL RULES:

- The Organizer's decision will be final.
- These rules are subjected to change.

**JUDGING CRITERIA:** Winners will be decided by the repository owners and announced 2 days after the competition ends.

**CONTACT INFORMATION:**

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## BLIND BYTES

**ABOUT EVENT :**

Gear up to test your coding intuition. This exclusive challenge provides an opportunity to enhance precision, logical thinking, and time-management skills, all without relying on sight.

**PROBLEM STATEMENT :** Blind Bytes is an event to test the accuracy and coding skills of the participants through a series of rounds of varying difficulty, wherein participants are required to solve coding problems without using a monitor.

**REGISTRATION:**

**TEAM REQUIREMENTS:**

- Team of 2
- Both teammates must have an intermediate level of proficiency in the coding language chosen by the team.

**REGISTRATION METHOD:**

Registrations are available on the codeblaze website : <https://codeblaze.sosc.org.in/>

**REGISTRATION FEES:**

Nil. The event is open to everyone and has no participation fee.

**COMPETITION RULES:**

The competition will be 1 hour long and will be conducted in a lab with no internet connection. A PC with an IDE will be provided to participants.

**Round 0:**

This is a qualifier level and will consist of basic code to solve. Both the teammates should participate in the blind coding. The score will be taken as average of both the participants. (Example: If there are 30 participants, i.e, 15 teams, the registration allows only a team of 2 not greater or less than. Both have to solve the blind coding level 0 to move to the next level.)

**Round 1:** The team which passed round 0 will move to round 1 of the event. Here both the teammates will be given different types of problems to solve. (Example: There are A and B in a team, like A will get X problem and B will get Y problem. Here the average score of the participant is taken and sent to the next round. We will take the top certain team depending on the score & number of participants in the event to move to the next level.)

**Round 2:** This round is the final level of the event. Here only one out of the 2 teammates will participate and the code will be intermediary. Top 3 of this event will be awarded the prize.

**GENERAL RULES:**

- Usage of mobile phones is strictly prohibited.
- The Organizer's decision will be final.
- These rules are subjected to change.

**JUDGING CRITERIA:** The top three teams emerging victorious after round 2 will be declared as the winners.

**CONTACT INFORMATION:**

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## CODEQUEST

**ABOUT EVENT :**

Want to show off your coding skills? Then you have come to the right place. Here you can show your skills by completing the given challenges. Face against your peers to test your current level. Make sure to keep your foundations of coding skills strong.

**REGISTRATION:**

**TEAM REQUIREMENTS:**

- All the team members must be full-time students at an accredited
- University/College/School.
- Students from multiple Colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- The team should have 3 members in total.

- Each participant may only be a part of one team.
- Participants should get their school/college ID card.

**REGISTRATION METHOD:**

Registrations are available on the codeblaze website : <https://codeblaze.sosc.org.in/>

**REGISTRATION FEES:**

Every team must pay a registration fee of ₹300/- to register successfully.

**COMPETITION RULES:**

The event will consist of 3 rounds. Each round will have a point system for judging and eliminating teams for the next round.

**Round 1 - MCQ's (Duration - 30 mins):**

In this round, 25 MCQ questions related to computer science will be given to the participants, who are supposed to solve them within 25 mins. After this round, the results will be announced in 15 minutes.

**Judging Criteria:** The top 25 teams with the most questions correct will advance to the 2nd round.

**Round 2 - Bug Hunt (Duration - 1 hour):**

In this round, 5 codes consisting of a total of 15 bugs will be given to the participants, who are supposed to find the problem within 30 mins. After this round, the results will be announced in 15 minutes.

**Judging Criteria:** The top 15 teams who find the maximum number of bugs will advance to the final round.

**Round 3 - Coding Round (Duration - 1 hour):**

In this round, 4 coding questions will be given to the participants, who are supposed to solve the problem within 1 hour. After this round, the results will be announced right away.

**Judging Criteria:** The first team to solve the maximum amount of provided questions with all the provided test cases passed in the fastest time will win this round and be named the winner of this event.

**STALEMATE CASE:**

In case of a stalemate wherein no teams are making any progress in rounds 2 and 3 TIME will be considered as the major parameter to advance the team to the next round or in case of a stalemate in round 3(final round) the team which has solved the fastest in round 2 will be named as the winner.

Note: Stalemate happens when no teams are making progress in the given time allotted for each round.

**GENERAL RULES:**

- Communication with other teams is not allowed during the event is not

allowed.

- No external electronic device is allowed to be used during the event.
- The Organizer's decision will be final.
- In case of foul play, the team will be disqualified.

**OVERALL JUDGING CRITERIA:**

- The winner will be decided by the number of points each team has earned.
- In the case of two teams having the same points, time will be considered a major parameter to decide the winners.

**CONTACT INFORMATION:**

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## DECODE

### ABOUT EVENT

Want to showcase your logical skills and puzzle solving skills ? Join this event to take part in a capture the flag event where you can test your network security and problem solving skills !

**Problem Statement:**

The event will be based on capturing 4 flags, each flag is based on a challenge related to cryptography, network security and steganography. Participants will need to use their analytical skills to capture all the flags before any other team.

## **REGISTRATION:**

### **TEAM REQUIREMENTS:**

- Participants must bring their own laptops.
- All the team members must be full-time students at an accredited University/College/School.
- Students from multiple Colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- The team can have 2 members in total.
- Individual Participation is also allowed.
- Each participant may only be a part of one team.
- Participants should get their school/college ID card.

### **REGISTRATION METHOD:**

Registrations are open on the official Codeblaze website (<https://codeblaze.sosc.org.in/>).

### **REGISTRATION FEES:**

No registration fees.

### **COMPETITION RULES:**

- Participants are not allowed to discuss with other teams
- Winner is decided on which team captures all the flag first
- Referring external resources is allowed but participants cannot ask for help from outside
- Participants need to justify how they got the flags if needed

**JUDGING CRITERIA:** The team which captures all the flags first is considered the winning team. Time limit of 1 hour is applicable.

### **GENERAL RULES:**

- Communication with other teams is not allowed during the event is not allowed.
- The Organizer's decision will be final.
- In case of foul play, the team will be disqualified.

### **CONTACT INFORMATION:**

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# **FIRE POWER**

## **ABOUT EVENT**

A Team-based tactical first-person shooter where two teams, Attackers and Defenders, compete. Attackers aim to plant a bomb at designated sites, while Defenders try to prevent it. Each player selects an Agent with unique abilities to achieve their objective in this competitive and strategic game. Multiple teams will progress forward in a single elimination tournament bracket for their battle to be rewarded with exciting prizes, swags and other benefits.

## **REGISTRATION:**

### **TEAM REQUIREMENTS:**

- Players should be 16 yrs or older.
- Team members must be full-time students at an accredited University/College/School.
- Students from multiple colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- Each participant may only be a part of one team.
- Each Team must designate one player as its captain when completing the online registration process. The Team Captain will be responsible for all Team communications with Tournament Officials.
- Each team member is responsible for their set of equipment.
- Each team member must specify their Player ID before the event day.
- Each team can have a maximum of 6 members (5 players + 1 substitute).

### **REGISTRATION METHOD:**

Registrations are open on the official Codeblaze website(<https://codeblaze.sosc.org.in/>).

### **REGISTRATION FEES:**

Each team has to pay a registration fees of 500 Rs in order to register successfully.

### **COMPETITION RULES:**

#### **TOURNAMENT FORMAT**

- The tournament will follow a single elimination tournament bracket.
- Teams will compete in a best-of-1 (BO1) match ,with the Final match being a BO3 match.
- Map Selection and Attacker and Defender side selection will be picked by the team leaders after a coin toss at the venue.

#### **SCHEDULE AND MATCH ORGANIZATION**

- The tournament schedule will be updated to all teams in advance.
- Teams must be present and ready for their matches at least 15 minutes before the scheduled start time.
- Matches will be played on LAN servers provided by the organizers.
- Disconnections and technical issues will be resolved according to the official game rules.

## **GAME RULES**

- Each match will be conducted offline in the venue.
- Each match will be a standard custom game with competitive rules applied and Overtime turned on.
- Players are responsible for their own peripherals (Laptop,mouse, keyboard, headset, etc.).
- Any kind of Threat Full comments/ Toxic Behavior in the venue may lead to penalty or even disqualification of the team.
- If a player is found to be cheating by abusing hacks, the player and his/her Team will be directly disqualified.
- A maximum of one Tactical Timeout is given for each team in each Half of the game.
- Any software or third-party applications that provide an unfair advantage are strictly prohibited.

**NOTE :** On any dispute, the decision taken by the organizers is final.

### **CONTACT INFORMATION:**

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## **TECH MAZE**

### **ABOUT EVENT**

Are you ready for the ultimate tech-infused escape room challenge? Test your problem-solving and teamwork skills in our immersive Escape Room Tech Challenge! Dive into a high-tech adventure and race against the clock to escape and win exciting cash prizes and swags.

### **REGISTRATION**

#### **TEAM REQUIREMENTS:**

- All the team members must be full-time students at an accredited University/College/School.
- Students from multiple Colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- The team should have 2 members in total.
- Each participant may only be a part of one team.
- Participants should get their school/college ID card.

### **REGISTRATION METHOD**

Registrations are open on the official SOSC website (<https://codeblaze.sosc.org.in/>)



## **REGISTRATION FEES:**

Free registrations

## **COMPETITION RULES**

This event consists of 3 rounds

### **Round 1**

**PDF Puzzle Dash:**In this round, participants will be provided with a series of PDF documents at 11:30am sharp in event whatsapp group, each locked with a password. They must decipher clues in the first document to unlock the second, and so on. The final unlocked PDF will contain the passcode to enter the next round.

- The top 25 teams who successfully unlock the final PDF and enter the passcode within 30 minutes advance to the next round.

### **Round 2**

**Visual Word Puzzle Challenge:**In this round, participants will receive four clues, each leading to a word. These words must be combined to unlock a set of four images. The challenge is to deduce a single word related to the content of these images and come up with a single image which represents the word.

- The top 10 teams to present the correct image will advance to the next round.

### **Round 3**

**Rapid Riddle:**In this round, teams face a central puzzle that must be solved under a strict time limit. Additional time can be earned by solving smaller puzzles scattered throughout the room. The first and second teams to successfully solve the central puzzle within the allotted time, with or without time extensions, will be declared winners of this event.

- The first and second teams to successfully solve the central puzzle within the specified time, with or without time extensions, will be declared winners of this event.

## **Stalemate Case and Tiebreaker Rules**

### **Round 1**

**PDF Puzzle Dash:** If there is a stalemate in this round, where no teams successfully unlock the final PDF within the allotted 30 minutes, the tiebreaker will be determined based on the time taken to unlock the second-to-last PDF. The team that unlocked the second-to-last PDF in the shortest time will advance.

### **Round 2**

**Visual Word Puzzle Challenge:** In the event of a stalemate, where no teams correctly identify the image-related word within the 1-hour duration, the tiebreaker will be decided based on the time taken to complete Round 1 (PDF Puzzle Dash). The team that completed Round 1 in the fastest time will advance.

### **Round 3**

**Rapid Riddle:** In case of a stalemate in the final round, where no teams successfully solve the central puzzle within the specified time, the tiebreaker will be based on the results of Round 2 (Visual Word Puzzle Challenge). The team that advanced from Round 2 with the highest score or in the shortest time will be declared the winner of the event.

## **GENERAL RULES:**

1. **Phone Usage:** Participants are allowed to use their own phones during the event for purposes permitted by the organizers. Any usage beyond the specified event purposes may result in disqualification.
2. **No Team Communication:** Teams are strictly prohibited from communicating with other teams during the event. Collaboration between teams is not allowed.
3. **Organizer's Final Decision:** The decision of the event organizers is considered final in all matters related to the event, including rule interpretation and dispute resolution.
4. **Foul Play Disqualification:** In the event of foul play, a team found to be violating the rules, engaging in unfair practices, or attempting to gain an unfair advantage will be disqualified from the competition.

## **JUDGING CRITERIA:**

1. Time: The winner will be decided primarily based on the time it takes each team to complete all rounds and challenges. Teams that finish all rounds faster will have an advantage.
2. Success in Rounds: If more teams complete all rounds in the same amount of time, the teams' success in individual rounds will be considered. Teams that perform better in earlier rounds will be favoured.

#### **CONTACT INFORMATION:**

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## **THE PITCHERS**

#### **ABOUT EVENT :**

Unveil your groundbreaking ideas, gain exposure, and compete for a place in the future of technology and entrepreneurship in this 'Tech Startup Pitching' competition.

#### **REGISTRATION:**

##### **TEAM REQUIREMENTS:**

- All the team members must be full-time students at an accredited University/College/School.
- Students from multiple Colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- The team should have 2-4 members in total.
- Each participant may only be a part of one team.
- Participants should get their school/college ID card.

##### **REGISTRATION METHOD:**

Registrations are available on the codeblaze website : <https://codeblaze.sosc.org.in/>

##### **REGISTRATION FEES:**

Nil. The event is open to everyone and has no participation fee.

##### **COMPETITION RULES:**

The event will consist of 3 stages:

- 1. Registration:** Participants sign up for the event, sharing their innovative ideas and concepts.
- 2. Idea Development:** Participants work on their ideas, crafting business plans, and developing prototypes (optional but encouraged).
- 3. Pitch Presentation:** On the event day, each participant will present their idea to a panel of judges and the audience.

**Judging Criteria:** The pitches will be evaluated based on business viability, solution planning and technology integration. Extra points are awarded for prototypes and tech involvement.

**CONTACT INFORMATION:**

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## **WOLF OF DALAL STREET**

### **ABOUT EVENT**

All of us know who the Wolves of Wallstreet are, but what about our Dalal Street? You think you can become one? Then here's an opportunity for you to prove that, you indeed are The Wolf of Dalal Street.

### **REGISTRATION**

#### **TEAM REQUIREMENTS:**

- Participants should register themselves in the StockGro app and register for the competition through the link provided.
- No participant can use their own money in the competition.

### **REGISTRATION METHOD**

Registrations are open on the official SOSC website (<https://codeblaze.sosc.org.in/>)

### **REGISTRATION FEES:**

Fee for the online platform (if required)

### **COMPETITION RULES**

- The event will consist of 1 round. Participants need to trade stocks in the time that the market is open.
- Participants need to register in the required app as a user as well as to the competition hosted, and also in a google form (for us to keep track).

- When the market opens, the participants can start trading.
- Participants will be given some amount of dummy money (at around 10 Lakhs INR), with which they have to start trading.
- The app ranks the participants based on the profits they've made.
- They can view which position they are in currently in the app itself and trade accordingly.
- Participants cannot invest their own money for trading and shall trade only with the dummy money provided initially.
- The participants with the highest profit at the end of the day will be declared winners. The winners will be decided by the app itself.
- Any kind of tie will also be handled by the app itself.

### **GENERAL RULES:**

1. Phone Usage: Participants are allowed to use their own phones during the event for purposes permitted by the organizers. Any usage beyond the specified event purposes may result in disqualification.
2. No Team Communication: Teams are strictly prohibited from communicating with other teams during the event. Collaboration between teams is not allowed.
3. Organizer's Final Decision: The decision of the event organizers is considered final in all matters related to the event, including rule interpretation and dispute resolution.
4. Foul Play Disqualification: In the event of foul play, a team found to be violating the rules, engaging in unfair practices, or attempting to gain an unfair advantage will be disqualified from the competition.

### **JUDGING CRITERIA:**

3. Time: The winner will be decided primarily based on the time it takes each team to complete all rounds and challenges. Teams that finish all rounds faster will have an advantage.
4. Success in Rounds: If more teams complete all rounds in the same amount of time, the teams' success in individual rounds will be considered. Teams that perform better in earlier rounds will be favoured.

### **CONTACT INFORMATION:**

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# UI BATTLES

## ABOUT EVENT

A thrilling web-based challenge that will put your design and coding skills to the test. Participate in this competition to showcase a compelling UI using HTML, CSS, JavaScript and / or other CSS Libraries.

## PROBLEM STATEMENT

A web based event where participants undergo 2 rounds of intense competition. In round 1 the participants will be given HTML and CSS snippets and relevant problem descriptions. The participants have to choose correct Javascript code to attain the solution demanded in the problem description (MCQ type), the more correct solutions they pick the more points they earn. In round 2 participants have to clone a figma using html and css and javascript only. The more it aligns with the given figma design the more points they earn.

## REGISTRATION:

### TEAM REQUIREMENTS:

- Basic knowledge of HTML, CSS, Javascript.
- Team of 2 members(max).
- Solo participation is also allowed.
- Team members must be of the same school or college.
- Participants should get their school/college ID card.
- Any number of teams from a school/college is allowed.
- Having a github account is appreciated.

### REGISTRATION METHOD:

Registrations are open on the official Codeblaze website (<https://codeblaze.sosc.org.in/>).

### REGISTRATION FEES:

Every team has to pay a registration fee of ₹300 in order to register successfully.

### COMPETITION RULES

There will be 2 main rounds in the competition.

### NOTE:

- There might be a preliminary quiz round (online mode) depending on the number of participants registered prior to the main event.
- The participants qualifying in this quiz will be selected for the competition day at Sahyadri College of Engineering and Management.

### Round 1: CODE THE LOGIC

Teams will be given a set of HTML snippets. Each snippet will have an associated description indicating the task that needs to be performed. Participants have to choose the correct javascript code to satisfy the functionality demanded (MCQ type).

- There will be only one correct option.
- There will be no elimination in this round.
- Teams will be scored on the number of correct options they select.
- If 2 teams get the same score, then the team which submitted first will be given higher priority (only in case there is a tie after the second round).
- This score will be carried forward for the next round.
- It will carry only 30% of weightage.

## **Round 2: PAGE CLONING CHALLENGE**

Teams will be provided with a figma design which they have to clone using HTML, CSS and Javascript.

- Teams have to clone the figma design in the specified duration.
- Teams will be evaluated based on how closely their web page aligns with the provided figma design.
- Participants will be provided with internet to refer only in this round.
- It will carry 70% of weightage.

**The winners will be determined by calculating the average score from both rounds.**

## **GENERAL RULES**

- Usage of cell phones or any other electronic devices is prohibited.
- Communication with any other team during the event is prohibited, both in online and offline mode.
- The Organizer's decision will be final.

(The rules are subjected to change)

## **JUDGING CRITERIA**

The team with the maximum total score from both the rounds will be declared the winner. i.e, after adding the score from the first round and the second round which ever team has higher score that team will be declared as the Winner.

## **CONTACT INFORMATION**

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# HACKATHON

## ABOUT EVENT

The hackathon involves participants presenting their projects to a panel of judges. The problem statements are either company-funded or open-themed, with participants having 15 days to present their unique ideas. Mentors are available to help beginners navigate the process. Workshops on tech stacks, such as backend, frontend, APIs, and Git, are conducted to help beginners. The hackathon begins with an introductory session, followed by a 24-hour hacking session. The projects are evaluated in three phases: Design and Planning, Progress and Unity, and Presentation and Pitch. The judges evaluate the project's approach, overall idea, business criteria, efficiency, speed, user experience, soft skills, production cost, difficulty level, and workforce. The final presentation is in offline mode, with the panel of judges.

## PROBLEM STATEMENT

Problem statements are divided into two categories:

- **Company Funded Statements:** These are designed to address real-world issues faced by companies. They can be challenging and are suitable for experienced participants. Companies also offer beginner-friendly statements for first-time participants.
- **Open Statements:** These are defined by the participants themselves and aim to address existing societal problems. They are not recommended for beginners due to the time required to identify and define the problem statement.

## IDEATION

Participants are given a minimum of 15 days to develop their unique solutions to the problem statements. Mentors are assigned to assist participants, especially beginners, in choosing the right path and guiding them in their project development.

## WORKSHOPS

Workshops will be conducted on beginner-level tech stacks. These include Backend, Frontend, APIs, and Git and Github. The workshops will provide participants with hands-on experience and useful resources.

## REGISTRATION

During registration, participants must choose a problem statement. They can select from one of the three categories mentioned above. For company statements, participants will be presented with different companies, their associated prizes, and the difficulty level of the statement. For Open themed statements, participants must specify their own problem statements. Statements are divided into two difficulty levels: Easy and Normal. Only 1st and 2nd year students can choose Easy statements. There is no restriction that all team members must be from the same college. A team must consist of a minimum of two members and a maximum of four.

## HACKATHON



The Hackathon begins with an introductory session where participants are provided with clear instructions and an agenda for 24 hours. After the participants are seated at their respective tables, the hacking session commences. Mentors guide the teams throughout the hackathon and serve as the point of contact for any problems faced during the hackathon.

## **EVALUATION**

The evaluation of the projects occurs in three phases:

- **Design and Planning:** This phase assesses the approach for solving the problem, the overall idea of the project, high-level design and architecture of the solution, technologies used, simplicity of the solution, and feasibility. The submission of ideas is done online, and the judges evaluate them based on the given criteria.
- **Progress and Unity:** This phase focuses on the progress, work sharing among teammates, efficiency of the MVP, and user experience. The evaluation is conducted in-person, where judges interact with the teams to extract useful information about the project.
- **Presentation and Pitch:** This is the final phase where teams present their projects. The evaluation is based on the overall idea, business criteria, efficiency, speed, user experience, soft skills, production cost, difficulty level, workforce, and more. The evaluation is conducted offline with a panel of judges.

## **POST-HACKATHON**

After the Hackathon, prizes are distributed, along with online certificates and badges. A feedback form is also distributed.

## **ATTENDANCE AND CERTIFICATES**

Attendance and certificates will be tracked based on phase 1 submissions.

## **MUSIC AND ENTERTAINMENT**

Music and other forms of light entertainment will be conducted during the hackathon to keep the atmosphere lively and engaging.

## **REGISTRATION METHOD**

Registrations are open on the official Codeblaze website (<https://codeblaze.sosc.org.in/>)

## **REGISTRATION FEES:**

No registration fee.

## **CONTACT INFORMATION:**

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