

CODE CRUSADE

Introduction

A dynamic coding contest that fosters an innovative environment where tech enthusiasts collaborate to solve real-world problems through coding. Participants, ranging from seasoned developers to eager beginners, converge for an intense coding marathon typically spanning a day or a weekend. It cultivates creativity, teamwork, and rapid problem-solving as teams brainstorm, design, and implement solutions to challenges posed by organizers. Besides the thrill of coding under pressure, participants benefit from networking opportunities, mentorship, and skill development. It facilitates social interaction by providing a common language for individuals to collaborate, share ideas, and build connections—a platform for coding but also a community-driven learning experience that fuels innovation in the tech industry.

Timeline

Note-: Participants have to make a presentation PPT on any of the selected problem statements and have to submit it before 23 Feb. Based on the evaluation, final competitors will report on 2 March 2024.

- Registration Deadline: 23rd Feb, 2024
- Results of Selected Problem Statements: Within 3 days of the registration deadline
- Reporting Time for Grand Finale: 2 March, 9:00 a.m.
- Start Time: 2 March, 2024 at 10:00 a.m.
- End Time: 2 March, 2024 at 4:00 p.m.
- Winner Announcement: 3 March, 2024

RULEBOOK

Instructions for Code Crusade:

1. All team members should be from the same college; no inter-college teams are allowed. However, members from different branches of the same college/ institute are encouraged to form a team.
2. Each team would comprise 4 members including the team leader.
3. It must state the team's name and all 4 team members' names must be duly signed by HOD and bear the college seal. The permission letter or NOC will be required during the grand finale if the team is selected for the grand finale.
4. Each member has to bring their original College ID and Aadhar Card with an NOC letter for entry.

5. No replacement of any candidate is entertained after the registration.
6. There should only be one registration from each team and registration should be done by the team leader only.
7. The university bears no responsibility for any loss of luggage or electronic equipment.
8. Registrations are off on 23rd February 2024 with a Problem Statement ID and a 5-slide presentation in PDF format of 5MB.
 - I. The first slide includes the Team's College Name, the Team's Name, the problem statement ID, the Team Leader's Name, All Member's Names, and a label "CODE CRUSADE" at the center of the page.
 - II. The second page includes your idea to demonstrate the problem statement in 200 words.
 - III. The third page includes the literature for the problem statement in 250 words.
 - IV. The fourth page includes the methodology that you should opt for in the contest in 250 words.
 - V. The fifth page includes the tentative result after the implementation of the project in 200 words.
 - VI. Plagiarism should not be present in the presentation.
9. The result of the pre-elimination round will be declared by 26th February 2024.
10. The total period is 6 hours i.e., from 10:00 AM to 4:00 PM including the present project which starts from 2:00 PM, and calls from Team ID or Team Name in the grand finale.
11. All participants are required to be in offline mode for the grand finale.
12. Code should not be copied from the ChatGPT, GitHub, or any other sources.
13. Participants must not include any kind of offensive material based on caste/creed/colour/gender/political in-correction/intoxicated/abusive-content/explicit content or subject to these terms. Any team presenting such material would be asked to be immediately disqualified from the competition.
14. The judge's decisions are final and not subject to appeal.
15. Failure to attend the grand finale may result in disqualification.
16. All participants must maintain a professional and respectful demeanor towards fellow participants, organizers, judges, and audience members.
17. Any disruptive behavior may result in immediate disqualification.
18. Groups may be disqualified for violating any of the rules and regulations outlined herein or for any behavior deemed inappropriate by the organizers.
19. By registering for the competition, participants agree to abide by all rules and regulations outlined herein.
20. Participants are responsible for their safety and well-being.
21. The organizers reserve the right to amend or update the rules and regulations as necessary. Any changes will be communicated to participants on time.
22. Each team should have to bring their systems, IoT sensors, extension boards, and other required elements for the project.