



</CODE MASTER> 1.0
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RULES & GUIDELINES

O novo significado do Trabalho
e o futuro da Gestão



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O novo significado do Tr
e o futuro da Gestã

Alfonso Pires
Administrador

CODE MASTER 1.0 – RULES & GUIDELINES

01. General Rules

- The number of members in a team is limited to 04 people.
- All team members should be present for all events to get their certificate.
- All participants must be respectful of other participants and organizers.
- Harassment, discrimination, and other forms of inappropriate behavior will not be tolerated.

02. Eligibility:

- Only DITEC students can participate in the Junior category.
- Only HND and Top-Up Degree students can participate in the Senior level.

03. Registration:

- All teams must register for the event in advance. **Registration will open on 10th of May 2023 and close on 21st of May 2023.**
- All teams must pay a **registration fee of 1200LKR** (300LKR per person).

04. Computer Requirements:

- **Every senior level attendee must bring their own computer.**
- **Organizers will provide one computer to each junior level team and a team member should bring one more computer** to the team. (This means that only two computers are allowed per junior level team.)

05. External Resources:

- Attendees are not allowed to use ChatGPT or similar tools.
- Attendees are allowed to use only frameworks, libraries, or APIs provided by the organizers during the event.

06. Event Challenges:

Code Combat -

In the Code Combat challenge, **both junior and senior level** participants will have the opportunity to showcase their web development skills by creating a web-based solution according to specific requirements provided during the event. Junior teams will create a functional and visually appealing website using HTML and CSS, while senior teams will tackle more advanced and challenging web application tasks. Participants must work together to complete the challenges. Submissions will be assessed based on their functionality, creativity, code quality, and user experience.

- Participants are allowed to use any resources that are provided by the organizers.
- Attendees can use HTML, CSS, JavaScript, PHP, Python, ASP.NET, and Java to develop their web applications.
- If any team needs, only Bootstrap, Tailwind CSS, jQuery frameworks/libraries are allowed.
- Functional websites or web applications must be submitted as ZIP files along with a simple report of all functional requirements.
- Using CMS like WordPress, Framer is not allowed.
- Code generation tools like Adobe Dreamweaver are not allowed.

Sample Challenge for Junior Level: Create a stunning website for EMC International School. Design an engaging and visually appealing online presence that effectively represents the school's values, achievements, and offerings.

Sample Challenge for Senior Level: Develop a web-based School Management System for EMC International School. Create an innovative platform that streamlines administrative tasks and improves student management at EMC International School.

Mind Maze -

This challenge is only available for **Junior level** teams. In the Mind Maze challenge, participants will be presented with coding puzzles that will require them to use their problem-solving skills to find creative solutions. This challenge will push their thinking and creativity to the limits.

- Participants should work together to solve the puzzles.
- Participants are not allowed to use any outside help, such as books, websites, or other people.

[Click Here](#) to try a Sample Mind Maze Challenge.

[Click Here](#) to watch how to play this game.

Blitz Code -

This challenge is only available for **Senior level** teams. In the Blitz Code challenge, participants will face real-time coding challenges that require quick thinking and creative solutions. They will need to use their coding skills to solve problems under time pressure.

- Participants should work together to write the fastest code possible.
- Participants are not allowed to use any outside help, such as books, websites, or other people.
- Allowed Programming Languages: C, C#, C++, Dart, Java, JavaScript, Kotlin, PHP, Pascal, Python.
- Not allowed to use frameworks/libraries for this challenge.
- The Blitz Code challenge will be conducted on the HackerRank.com platform, and **attendees must have a hackerrank.com account** to participate.

[Click Here](#) to try Blitz Code Sample Challenge on HackerRank platform.

Bullet Brain -

This challenge is available for both **Junior & Senior levels**. The Bullet Brain challenge will put participants' knowledge and speed to the test in a quiz game that rewards quick thinking. Participants will need to answer questions on various topics quickly and accurately to outscore their opponents.

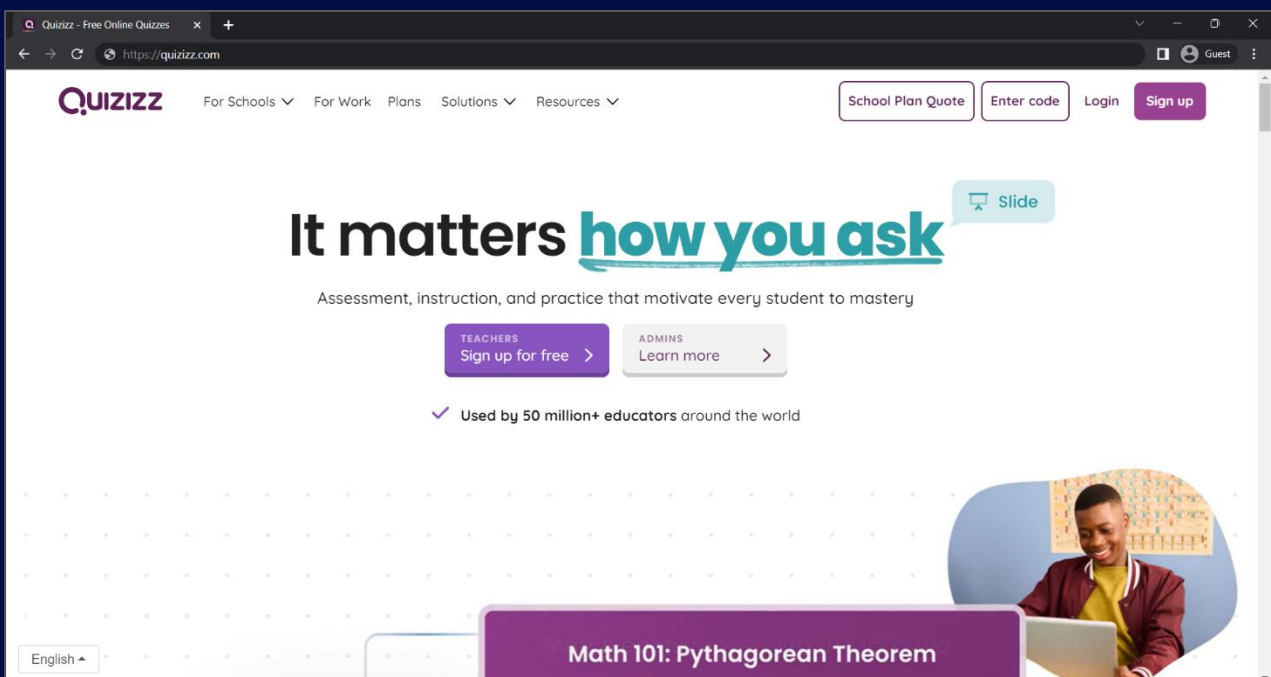
- Participants are not allowed to use any outside help, such as books, websites, or other people.
- The quiz will be conducted on the Quizizz.com platform, and **attendees must have a Quizizz.com account** to participate.

[Click Here](#) to try Bullet Brain Sample Challenge on Quizizz.com platform.

[Guide to create a Quizizz.com account.](#)

Step 01:

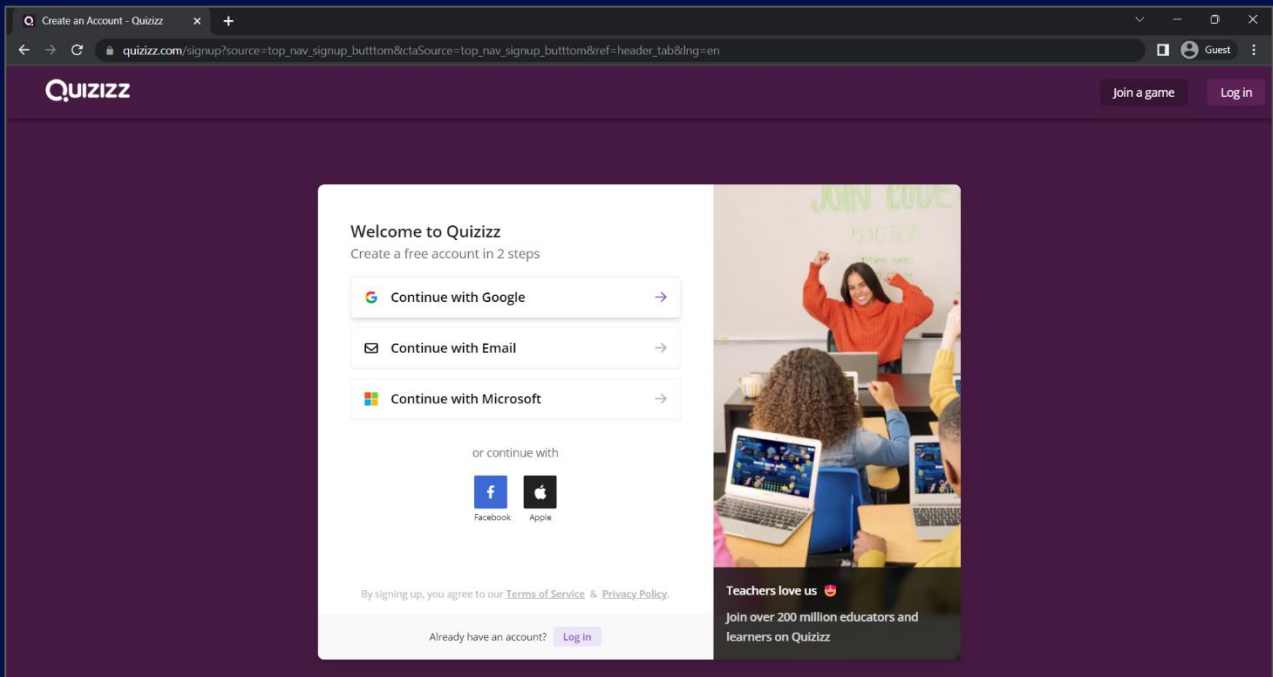
Go to quizizz.com and click the 'Sign Up' button in the top right corner.



The screenshot shows the Quizizz.com homepage. At the top, there is a navigation bar with the Quizizz logo, links for 'For Schools', 'For Work', 'Plans', 'Solutions', and 'Resources', and buttons for 'School Plan Quote', 'Enter code', 'Login', and 'Sign up'. The main heading reads 'It matters how you ask' with a 'Slide' button. Below this, it says 'Assessment, instruction, and practice that motivate every student to mastery'. There are two buttons: 'TEACHERS Sign up for free' and 'ADMINS Learn more'. A checkmark indicates 'Used by 50 million+ educators around the world'. At the bottom, there is a purple banner for 'Math 101: Pythagorean Theorem' and a photo of a student working on a laptop.

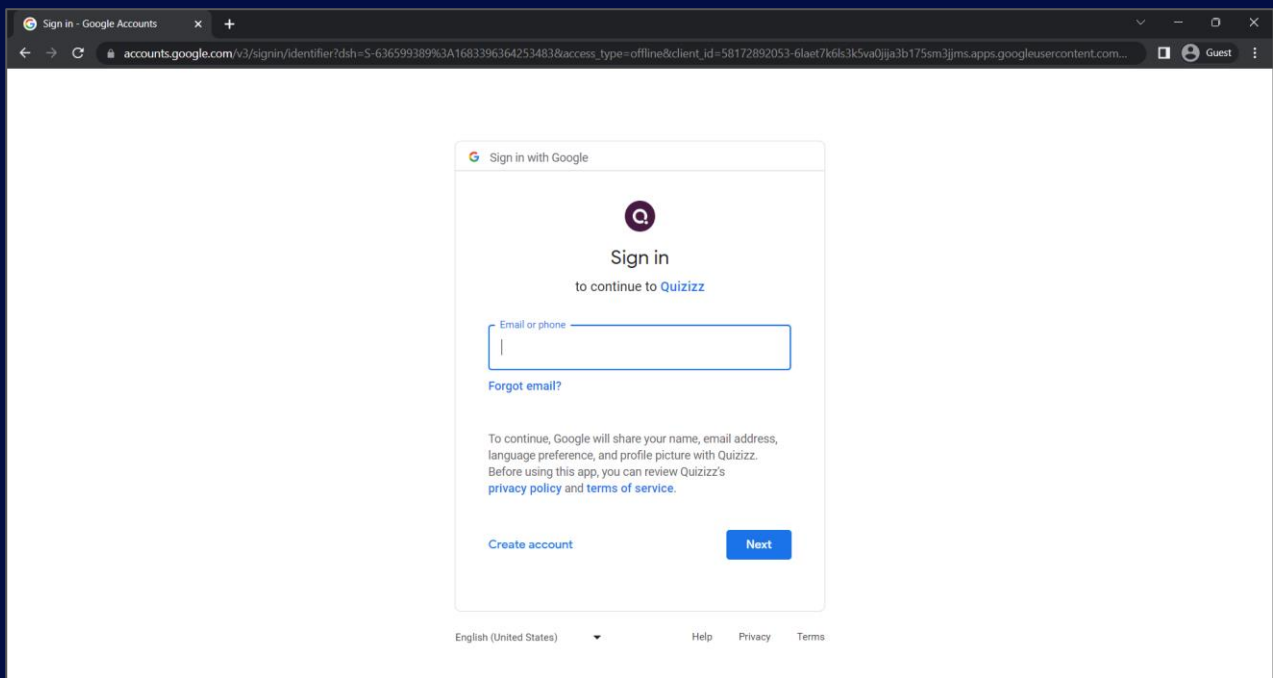
Step 02:

It is easy to log in with your Google account. Click 'Continue with Google'.



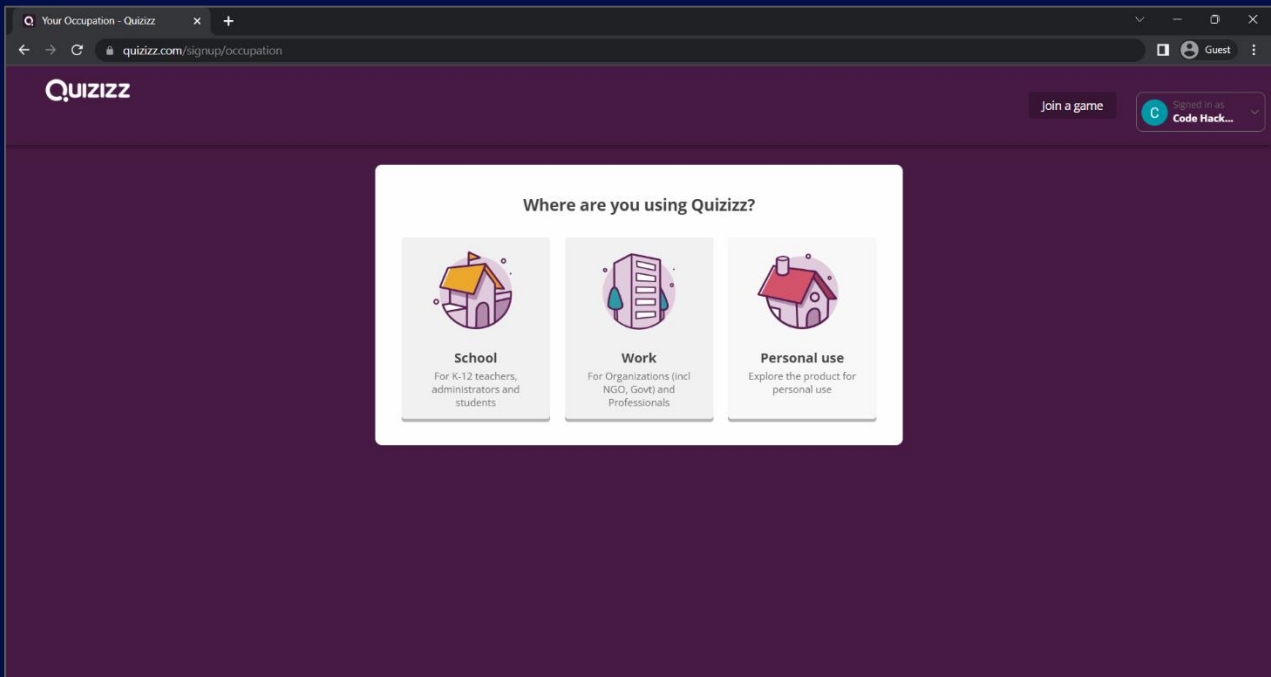
Step 03:

Enter you Google account login details.



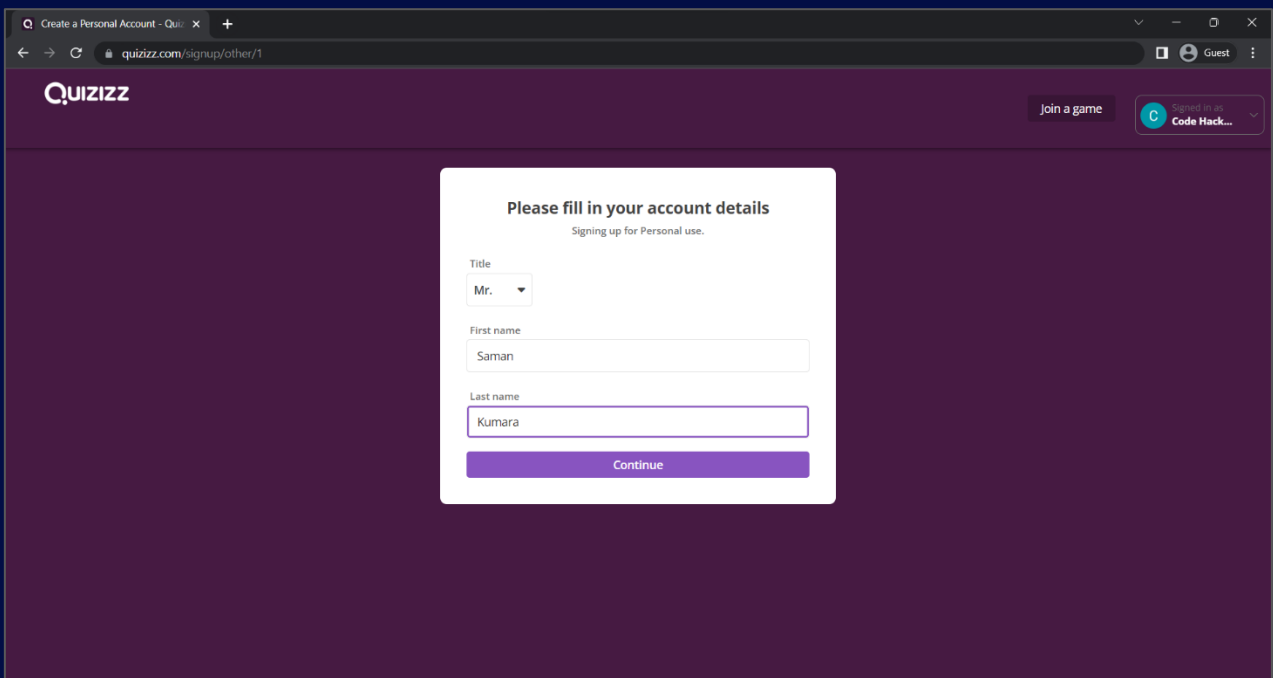
Step 04:

Choose 'Personal use' on the next page.



Step 05:

Enter your name here.



Step 06: You are done!

