

# Honour Code

## Rules and Guidelines:

1. Age restriction: Students in 11th/ 12th grade or Undergraduates. A team can include a mix of individuals with different academic backgrounds.
2. Team size: Maximum 3 members permissible and no changes to the team structure will be allowed once registered in online or offline modes.
3. Registration Fee per person?
4. The team would be disqualified if any account of plagiarism is detected.
5. Use of AI tools such as Chat GPT is allowed but needs to be mentioned.
6. Any underhanded methods will lead to disqualification.
7. ONLINE: The event will take place in two rounds; one online and the other offline at IISc campus.
8. Maximum three submissions will be taken in. The latest submission will be considered.
9. The team's work must be based on the topics given by the Honor Code team. Your team can choose any one topic.
10. The submission can be a video explanation, a paper with code execution(eg. A git repo including instructions that can be accessed by judges) if possible.
11. The implementation of the idea has to be communicated either via a code execution or pseudocode presented. Submitting code would not give the team an upper hand but it's recommended for better communication.
12. There is no restriction of languages to be used in the code execution.
13. Keep the submission concise. The paper should not exceed 3 pages and the video submission should be limited to 7 to 8 minutes. If these limits are exceeded points would be deducted.
14. The project must be developed exclusively for Honor Code. Refrain from resubmitting projects that have been submitted to other similar events.
15. The teams would be judged on the following basis: novelty, communication, practicality and logic.
16. The online submission deadline is 15 December. Teams can submit throughout the month of Dec. The results would be declared in the last week of DEC (tentative). The teams have to confirm their attendance within 5 days of notice.
17. Top 5 teams will be selected for Round 2. They will receive Pravega merch, and exciting cash prizes and goodies.
18. Top 30 teams will receive certificates of excellence with Ranks and their projects mentioned.(prizes?)
19. The projects of Top 15 teams will get a special mention in the Finals with their video submissions played.
20. Pravega is not responsible for the accommodation of the teams coming for the offline round. Teams need to bring their own machines to the event.

21. OFFLINE: Round 2 will have 2 stages: Algorithm Debugging and Problem statement Hacking. Stage 1 has a weightage of 40% and stage 2 60 %.
22. ALGO: The participating teams will have to debug a buggy algorithm. The problem will be accompanied by a buggy pseudocode and the teams would be expected to spot the bugs and report them. There would be points for each bug detected and extra points if rectified. The no of bugs would not be mentioned beforehand. The teams can submit a code or a pseudocode or even an explanation. There will be no time limit for individual questions but a gross time limit for the round. Access to the internet and tools like Chatgpt will be restricted in this round.
23. PROB: 3 to 4 problem statements would be proposed. A team can tackle any one problem statement. The teams would be judged by a panel of experts in the fields.

After the time limit, the teams would be required to submit their solution in the form of idea explanation, code , etc. no changes would be allowed after that. Teams will present their solutions in front of the panel and be judged on the same criteria as the online round. Access to the internet and other tools is allowed but should be mentioned.

Plagiarism would lead to disqualification.  
The team with the maximum points wins!