

BugHunt

"Gear up, coders! Enigma XII brings you Bughunt – a high-stakes solo showdown to track, hunt, and conquer the toughest bugs. Are you ready to claim the crown?"

Description: "Bughunt" solo event challenges individual participants to find and fix as many software bugs as possible within a set time limit. Each participant dives into the code, identifying errors, unexpected behaviors, or potential vulnerabilities. Points are awarded based on the number and complexity of bugs discovered, with top performers earning prizes. It's a test of skill, speed, and attention to detail, making for a focused and rewarding coding challenge!

Objective: Test participants' skills in debugging, accuracy, and speed, providing a focused coding challenge to enhance software quality.

Event Details:

Date:- 23rd November 2024

venue:- DLC Lab, 3rd floor, UIT.

Duration of event:- 30 mins.

Rules and Guidelines:

- Bughunt is a solo event.
- Personal systems are not allowed.
- Phone is not allowed during the event.
- Every participant is requested to reach venue 10 minutes prior.
- Plagiarism/AI content will be disqualified.
- Any form of misconduct or inappropriate behaviour will not be tolerated.
- Points will be awarded based on the quantity and severity of bugs identified and fixed. Prizes will be awarded to the top performers.

Note: This event is a solo competition; teamwork is not permitted.

For any further details and query please contact

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Join us on 23rd November 2024 to put your debugging skills to the test and claim your place as a top bug hunter!