

Code Domino

(by Coding Club)

Rules:

- Each team must consist of four (4) members.
- Each player has 6 minutes to work on their assigned task before switching to the next team member.
- Tasks will be assigned randomly using a chit-picking system.
- While an individual is coding, no communication is allowed between team members.
- Discussion is permitted only during switch transitions.
- Participants must ensure proper documentation and structuring of their code to enable smooth handovers to the next team member.
- After coding time ends, teams will have 5 minutes to review and finalize their code before submission.
- The final code must be submitted before the deadline.
- The late submission and use of AI-generated code, plagiarism, or external assistance will lead to immediate disqualification.
- Teams will be evaluated based on the following parameters:
 1. Functionality (40 points) – The final code should execute correctly and meet the given requirements.
 2. Code Quality & Structure (20 points) – The code should be clean, readable, and well-documented for smooth transitions.
 3. Team Coordination (20 points) – The team should efficiently switch between members and continue development seamlessly.
 4. Completion within Time (10 points) – The team should complete the system within the allotted time.
 5. Error Handling & Debugging (10 points) – The code should handle exceptions effectively and minimize runtime errors.