

PACKET LOSS

Enter a category where the obvious answer is rarely the complete one. Across three rounds, delegates will investigate digital evidence, build systems under changing conditions, and follow information hidden beneath what first appears on the screen. Programming, logic, observation and adaptability will matter equally.

Delegates per team: 1-3

Round 1 :

A system has gone quiet, but it did not leave cleanly. What remains are fragments: ordinary files, forgotten traces, missing pieces and details that may or may not matter. You will work as a digital forensics team, examining a preserved computer system to reconstruct the incident from the evidence left behind. Your task is not to search for one obvious answer, but to understand what happened from what was left behind. Some clues will connect. Others may exist only to make you think they do.

Round 2 :

A brief will be placed before you, and from it you must build something that works. Using a block-based game development platform, your team will design and program a complete playable game from the brief you receive. The instructions will appear simple enough, but your creation will be judged on far more than appearance: its logic, functionality, creativity and ability to survive conditions you have not yet been told about. At some point, the requirements will change. Whatever you built must change with them. Starting again will not be an option.

Round 3 :

We are looking for individuals capable of seeing what others overlook. We seek those skilled in cryptography, steganography, programming, logic and the interpretation of hidden information. Somewhere before you is the beginning. No instructions will follow. Those capable of finding the path will know what to do next.

Programming Knowledge:

- Block-Based Programming
- Variables, Loops & Conditionals
- Events, Functions & Program Logic
- Debugging
- Binary, ASCII & Hex
- Basic Encodings & Ciphers
- File Metadata & Simple Digital Forensics