Capture The Flag
Capture the flag (CTF) is a computer security competition. If you are tech-savvy, creative person with great problem solving skills, CTF is the game for you! CTF provides a platform to learn computer security skills.

PROBLEM STATEMENT

CTF will be an online game wherein specific set of tasks will be given once the game starts. Points are earned by solving individual problems. Each problem has its own points associated with it. The points earned and the time taken to solve the problem will be recorded by the computer. Teams with the highest total points will win the game. In case of a tie, team with shortest time will win.

EVENT FORMAT

Students can use the computers at UT or their personal laptops (recommended). There is only one round, which is working through as many challenges as possible in the time allotted. The game consists of multiple levels.

SCORING

The points (scores) will be automatically generated by the server.

RULES

Students should only attack the specified challenges, and not any other systems or infrastructure. Students can work in groups of 1 to 4, no more than 4.

REQUIRED SKILL SET

Basic programming and internet skills.
PRIZES

There will be prize money for first and second. Prize info will be announced on our website.