



ANANDA COLLEGE ICT SOCIETY  
PROUDLY PRESENTS...

**PUL2'25**

SRI LANKA'S PREMIER ICT DAY

**RULES AND  
REGULATIONS**

## CONTACT US

Email: [acictsofficial@gmail.com](mailto:acictsofficial@gmail.com)

Website: [pulz.acicts.lk](http://pulz.acicts.lk)

## MEET OUR COORDINATORS

**+94 78 702 6481**

**Dulran Nethmitha**

(DimensionX Coordinator)

**+94 77 871 7666**

**Pamith Nimsitha**

(DimensionX Coordinator)

**+94 71 544 0191**

**Sathira Gamage**

(Codeflow Coordinator)

**+94 76 612 3424**

**Chanka Wijesooriya**

(AnalytIQ Coordinator)

**+94 71 883 6256**

**Yehan Hemsith**

(Vortex Coordinator)

**+94 70 116 8068**

**Anuja Kalhara**

(Most Popular ICT Society Award  
Coordinator)

# BOARD OF OFFICIALS

(EXECUTIVE COMMITTEE)

**+94 76 930 7320**

**Tadeesha Nithesh**

(President)

**+94 77 129 5378**

**Nisandu Athsara**

(Vice President)

**+94 76 578 5065**

**Pulitha Sethnindu**

(Joint Secretary)

**+94 76 578 5065**

**Lithika Senavirathne**

(Joint Secretary)

**+94 71 544 0191**

**Sathira Gamage**

(Joint Treasurer)

**+94 71 883 6256**

**Yehan Hemsith**

(Joint Treasurer)

**+94 70 564 9786**

**Dinith Ranasinghe**

(Chief Organizer)

# PULZ'25

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## ANALYTIQ

### RULES AND REGULATIONS



ANANDA COLLEGE ICT SOCIETY

## OVERVIEW

The AnalytIQ Quiz Competition is designed to test students' knowledge in Information and Communication Technology (ICT), programming, and general knowledge. The competition aims to promote learning while fostering a competitive spirit. The first round will be held online, and the top two teams will qualify for the final round, which will be held physically at Pulz '25, the annual ICT Day of Ananda College.

## TEAM COMPOSITION

- Number of Participants: Each school is allowed to send one team to participate.
- Team Size: A maximum of 4 students per team.
- Eligibility: All team members must be students at the participating school.

## COMPETITION FORMAT

### Preliminary Round (Online)

- Platform: The first round will be conducted online on PULZ 25 website.
- Question Types: The round will feature a mix of Multiple-Choice Questions (MCQs) and Short Answer Questions.
- Discussion: Teams will collaborate in Zoom Breakout Rooms to discuss and answer questions.
- Duration: The quiz duration and the number of questions will be communicated before the event.
- Scoring: Teams will be ranked based on their total score.

### Semifinal Round (Online)

- Platform: The first round will be conducted online on PULZ 25 website.
- Question Types: The round will feature a mix of Multiple-Choice Questions (MCQs) and Short Answer Questions

- Discussion: Teams will collaborate in Zoom Breakout Rooms to discuss and answer questions.
- Duration: The quiz duration and the number of questions will be communicated before the event.
- Scoring: Teams will be ranked based on their total score.

#### Final Round (Physical)

- Venue: The final round will be held physically at Ananda College during Pulz'25, the annual ICT Day.
- Qualifying Teams: The top two teams from the semifinal round will qualify for the final.
- Question Content: Questions in the final round will be based on: Advanced Level and Ordinary Level ICT syllabus, Programming concepts, General knowledge

## GUIDELINES FOR THE ONLINE ROUNDS

- Platform: All participants will use this website for answering questions.
- Zoom Breakout Rooms: Each team will be assigned to a Zoom Breakout Room for private discussions.
- Camera and Microphones: All team members must have their cameras and microphones on during the quiz for monitoring purposes.
- No Cheating: Any attempt to cheat, consult external resources, or seek outside help will result in immediate disqualification.

## CODE OF CONDUCT

- Cheating and Dishonesty: Any form of cheating or violation of the rules will lead to immediate disqualification.
- Team Communication: Only team members are allowed to communicate with each other in the breakout rooms. Communication with external individuals is strictly prohibited.
- Proctoring: The organizing team will monitor the breakout rooms to ensure compliance.



## TIME MANAGEMENT

- Time Allocation: Each question will have a set time limit. Teams must submit their answers within the given timeframe.
- Late Submissions: Late answers will not be considered.

## EQUIPMENT AND TECHNICAL REQUIREMENTS

- Devices: Each participant must join the Zoom meeting on a device equipped with A working camera and microphone, Stable internet access
- Platform Access: Teams must ensure they can access both Zoom and PULZ'25 AnalytIQ platforms without technical difficulties.

## SCORING AND QUALIFICATION

Preliminary Round:

- Scoring will be based on the correctness of answers submitted on [pulz.acicts.lk](http://pulz.acicts.lk)
- Teams will be ranked according to their total score.
- The top 8 teams will advance to the semifinal round

Semifinal Round:

- Scoring will be based on the correctness of answers submitted on [pulz.acicts.lk](http://pulz.acicts.lk)
- Teams will be ranked according to their total score.
- The top 2 teams will advance to the final round held at Pulz '25.

Final Round:

Scoring and ranking for the final round will be explained during the event

## CONCLUSION

The AnalytIQ Quiz Competition aims to be a challenging and rewarding experience for all participants, promoting academic excellence in ICT and fostering a spirit of fair competition. We encourage all teams to adhere to the rules and maintain the highest standards of integrity throughout the competition.

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### RULES AND REGULATIONS



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# ALGORITHM COMPETITION

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# ELIGIBILITY

- Students from grade 9-13 can participate in this competition.
- This competition is only for individuals, not for teams.
- Solutions must be original. Any instance of code plagiarism will result in disqualification.

# INSTRUCTIONS

- The competition will be held via Hackerrank Platform.
- There will be 6 problems separated according to the below criteria
  1. Easy Difficulty – 2 Questions (60 Points Each)
  2. Hard Difficulty – 2 Questions (80 Points Each)
  3. Expert Difficulty – 2 Questions (100 Points Each)
- Competitors will have 3 hours to solve all 6 problems.
- Each Problem has a pre-determined score, the final score depends on the total passed test cases for each test case
- Competitors can ONLY use C++, JavaScript, Python, or Java to solve the problems.
- Participants must be registered to the [Google form](#) in order to participate in the competition. Hackerrank contest link will be provided when the competition starts.

## SCORING

- Each problem consists of a certain number of subtasks; therefore, when a competitor solves a sub-task, they will obtain marks relevant for that subtask.
- A competitor's score depends on the number of test cases their code successfully passes.
- If a competitor submits multiple solutions for a problem, the highest score achieved will be counted.
- A competitor's total score is the sum of the scores earned for each problem attempted.
- Competitors are ranked by their total score. In the event of a tie, the time of the first correct submission of the last solved problem will be used to break the tie.
- There will not be any penalty for wrong submissions.

# WEB DEVELOPMENT COMPETITION

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# TASK

- Develop a E-commerce Website.

# ELIGIBILITY

- Students from grade 6-13 can participate in this competition.
- This competition is only for individuals, not for teams.
- Projects must be original. Any instance of plagiarism will result in disqualification.

# INSTRUCTIONS

- Use descriptive names for variables and functions and include comments to make your code easy to read and understand.
- Upload your code to a public repository on GitHub.
- Remember to commit your changes regularly to keep track of your progress.
- Competitors are allowed to submit only one entry. Choose your best work to showcase your skills
- Any submission made after the given timeframe will not be considered valid.
- Creating a back end is not necessary. If the student creates a back end the student will be awarded extra points.
- Extra points will be awarded for the responsiveness and functionalities included.

## SCORING

- We will present a task, and contestants will be required to develop a creative website solution to address the task.
- The project will be evaluated based on functionality, design, creativity, and user experience.
- Scores will be divided as follows:
  - Functionality
  - Design & User Experience
  - Creativity
  - Code Architecture & Cleanliness
  - Multiple submissions are not allowed, but only the first submitted version will be evaluated.
  - Adding backend functionalities boost your marks

## ADDITIONAL RULES

- Plagiarism is strictly prohibited. Any plagiarized projects will result in immediate disqualification.
- Competitors are allowed to use open-source libraries and frameworks but must cite them properly in the project documentation.

## SUBMISSION

- Submit a link of your public GitHub repository
- Provide a hosted link to the web app via the Official Website of PULZ'25.



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# DIMENSION

## RULES AND REGULATIONS



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# POSTER DESIGNING COMPETITION

# GENERAL INFORMATION

er.

is the official release poster for the final chapter of a legendary space-fantasy story.

*The galaxy stands at a turning point. Forces of light and dark and poised for a climatic showdown, where hero's rise, villains strike, and destinies collide.*

*Your mission is to create a cinematic movie poster that captures the drama, tension, and grandeur of this saga.*

## ELIGIBILITY & PARTICIPATION

- The competition is open to individuals in grades 6-13.
- This is an individual competition, not for teams.
- There are no limitations on the number of participants from a single school.
- Only ONE submission is accepted per contestant.

## INSTRUCTIONS

- You can use Adobe Photoshop or Adobe Illustrator for your design.
- Regularly capture screenshots of your work in progress for submission.
- The use of templates and plagiarism are strictly prohibited and will result in immediate disqualification.
- Your design should have a consistent theme and style.
- The dimensions of your poster should be a 4:5 scale (1080 x 1350px)

# SUBMISSION

- Submit all projects files (e.g., textures, images, overlays) as a single .zip file.
- The final artwork should be exported as a .png .jpg or .pdf.
- You must also upload a PDF file containing screenshots of your layers and at least five in-progress screenshots of your workspace.
- Rename your final submission file in the format:  
Poster\_SchoolName\_YourName.rar
- All submissions should be uploaded to Google Drive, and the publicly accessible link should be submitted via the official PULZ'25 website.
- Submissions received after the specified deadline will not be accepted.

# JUDGING CRITERIA

Judging will be conducted by a panel of experts in Graphic Design. Points will be awarded based on the following criteria:

- Creativity: The uniqueness of your idea and your innovative approach.
- Functionality: How well your poster relates to the theme and communicates its intended message.
- Aesthetics: The visual appeal of your design, including your use of colors, typography, and composition.
- Technical Execution: The skill and appropriateness of the materials and techniques used.
- User Experience: How well the design considers the needs and preferences of the target audience.

# PHOTO MANIPULATION COMPETITION

## GENERAL INFORMATION

- Theme: Star Wars: Reimagined on Earth
- Task: Create a photo manipulation artwork that explores the mysterious and powerful connection of the Force, focusing on its light and dark sides.
- Backstory:

*The galaxy has torn open, and the Dark Side has arrived on Earth. Star Destroyers hover above our cities, the Death Star casts its shadow over the planet, and Sith Lords walk among us. Monuments fall, banners of the Empire rise, and fear rules where hope once lived.*

*Your task is to reimagine Earth under the Empire's reign. Show how the Dark Side reshapes our world in a single, powerful image.*

## ELIGIBILITY & PARTICIPATION

- The competition is open to individuals in grades 6-13.
- This is an individual competition, not for teams.
- There are no limitations on the number of participants from a single school.
- Only ONE submission is accepted per contestant
- Instructions
- You can only use Adobe Photoshop for this competition.
- You must regularly capture screenshots of your work in progress for submission.



# SUBMISSION

- Submit all project files (e.g., textures, images, overlays) as a single .zip file.
- The final artwork should be exported as a .png or .jpg file.
- You must also upload a PDF file containing a screenshot of all your layers and at
  - least five in-progress screenshots of your workspace.
  - Rename your final submission file in the format:  
Manipulation\_SchoolName\_YourName.rar.
- All submissions should be uploaded to Google Drive, and the public-accessed link should be submitted via the official PULZ '25 website.
- Submissions received after the specified deadline will not be accepted

# JUDGING CRITERIA

- Creativity: The uniqueness of your ideas and your innovative approach.
- Functionality: How well does your artwork relates to the theme and its intended purpose.
- Aesthetics: The visual appeal of your design, including your use of colors and textures.
- Technical Execution: The skill and appropriateness of the materials and techniques used.
- User Experience: How well the design considers the needs and preferences of the target audience.

# LOGO DESIGNING COMPETITION

# GENERAL INFORMATION

- Theme: Symbols of the Force: Reimagining Star Wars Identities
- Task: Design a logo inspired by the Star Wars Universe the represents either:
  1. A reimagined version of an existing faction (Jedi Order, Rebel Alliance, etc.)
  2. A completely new group/organization that could exist in the galaxy

## ELIGIBILITY & PARTICIPATION

- The competition is open to individuals in grades 6-13.
- This is an individual competition, not for teams.
- There are no limitations on the number of participants from a single school.
- Only ONE submission is accepted per contestant.

## INSTRUCTIONS

- You can use Adobe Illustrator for this Competition.
- You must regularly capture screenshots of your work in progress for submission.
- Plagiarism is strictly prohibited and will result in immediate disqualification.
- Your logo should be original and scalable without losing quality.
- Include a black-and-white version of your logo.

## SUBMISSION

- Submit all project files (e.g., vector files, fonts) as a single .zip file.
- The final logo should be exported as a vector file (.svg or .ai) and high-resolution .png with a transparent background.
- You must also upload a PDF file that includes:
  - A brief description of your logo's concept and how it relates to the theme.
  - Screenshots of your design process.
  - Examples of the logo in different contexts (e.g., on a website, a mobile app icon, a letterhead).

- Rename your final submission file in the format:  
Logo\_SchoolName\_YourName.rar.
- All submissions should be uploaded to Google Drive, and the public-accessed link should be submitted via the official PULZ '25 website.
- Submissions received after the specified deadline will not be accepted

## JUDGING CRITERIA

Judging will be conducted by a panel of experts in Graphic Design. Points will be awarded based on the following criteria:

- Creativity: The uniqueness of your design and your innovative approach.
- Functionality: How well does the logo relate to the theme and its intended purpose.
- Aesthetics: The visual appeal of your design, including its simplicity and balance.
- Technical Execution: The skill and appropriateness of the materials and techniques used.
- Memorability: How easily the logo is recognized and remembered

# 3D SCENERY DESIGNING COMPETITION

# TASK

- Using the given base model, design a creative 3D scene in Blender

# INSTRUCTIONS

- You can only use Blender for this competition
- The model contains a wall, a window, and a placeholder table.
- You must keep the camera position unchanged (cannot be moved or rotated).
- You can redesign the table (within the given cube's size).
- You can add any objects, textures, or models of your choice.
- You may change the lighting, environment, and surroundings freely.
- You can build anything outside the camera frame, but it should be visible through the fixed camera view.
- You must regularly capture screenshots of your progress while creating your scene.
- The base model (.blend file) can be downloaded from the following link:  
<https://tinyurl.com/pulz25-3d-base>

# ELIGIBILITY & PARTICIPATION

- The competition is open to individuals in grades 6-13.
- This is an individual competition, not for teams.
- There are no limitations on the number of participants from a single school.
- Only ONE submission is accepted per contestant



# SUBMISSION

- You must submit the following in a .zip file:
- The Blender project file (.blend) includes all textures, materials, and objects.
- Final renders of your scene in .png / .jpg format.
- A PDF file containing:
  - A screenshot of your Outliner (showing all objects used)
  - At least 5 screenshots of your workspace during creation.
- Rename your final submission file in the format:  
3D\_{SchoolName}\_{YourName}.rar
- All submissions should be uploaded to Google Drive, and the public-accessed link should be submitted via the official PULZ '25 website.
- Submissions received after the specified deadline will not be accepted.

# JUDGING CRITERIA

- Creativity & Originality: Uniqueness of the idea and design approach.
- Technical Execution: Correct and effective use of Blender tools, lighting, texturing, and modeling.
- Aesthetics: Visual appeal, composition, and realism/stylization.
- Theme & Functionality: How well the design fits the given base model and camera constraints.
- Presentation: Quality of the final render and clarity of the design.

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# VORTEX

## RULES AND REGULATIONS



ANANDA COLLEGE ICT SOCIETY

# GAMES

1. Valorant.
2. Call Of Duty Mobile.

## ELIGIBILITY

- The tournament is open to all school students.
- Teams must consist of 5 main players from the same school. Teams can optionally include 1 substitute, but having a substitute is not mandatory.
- All team members must provide their names and other requested details to the organizing committee during registration.
- Team members cannot be changed on the day of the event unless the organizing committee is notified beforehand and approves the change. Failure to comply will result in disqualification.
- Players must use their own accounts. No account sharing is allowed.
- A maximum of 2 emulator players is allowed per team for CODM.

## TEAM REGISTRATION

- Each team must register with a team name, along with the full names, in-game Riot IDs, and other details of all players (including the optional substitute).
- Registration must be completed by the specified deadline.
- Players listed during registration must be present on the day of the tournament. Team members cannot be swapped, changed, or replaced without prior notice to the organizing committee.

## MATCH FORMAT

- Game Mode:
  1. Valorant – 5V5, Unranked
    - Best of 1 or Best of 3 depending on the tournament stage.
  2. CODM – 5V5, Search and Destroy & Hardpoint (Multiplayer)
    - There are 3 matches, and the first team to win 2 matches is selected for the next round.

## MAP SELECTION

- Teams will participate in a map banning phase prior to each match.
- Both teams will take turns banning maps from the available pool until one map is left for the match.
- The list of available maps will be released before the map banning phase

## MATCH RULES

### 1. Valorant

- The first team to win 13 rounds wins the match.
- In case of a tie (12-12), overtime will be played with standard Valorant overtime rules (win by two rounds).

## TECHNICAL REQUIREMENTS

- Teams are responsible for having the necessary equipment (PC, headset, keyboard, mouse, etc.).
- Emulator players must declare their platform before the tournament starts.
- Ensure stable internet connectivity. Disconnects during the game will not result in match pauses unless agreed upon by both teams.
- The tournament organizers are not responsible for any technical issues experienced during the match.

## CODE OF CONDUCT

- No toxicity, abusive language, or harassment will be tolerated, including in-game voice chat and text chat.
- Cheating or hacking of any kind (e.g., using third-party software) will lead to immediate disqualification.
- Admins' decisions are final and non-negotiable.
- Sportsmanship is mandatory. Respect your opponents and teammates at all times.

## PUNCTUALITY

- Teams must arrive 15 minutes before their scheduled match time.
- If a team fails to show up within 10 minutes of the scheduled time, the match will be forfeited.

## SUBSTITUTION AND PLAYER CHANGES

- Teams may include a substitute player, but it is not required. Substitutes can only be used between games (not during a game) and must be pre-registered with the team.
- No changes to the registered team members are allowed on the day of the match unless special notice is provided and approved by the organizing committee prior to the match
- Once a match has started, no team members may be substituted

## STREAMING AND CONTENT CREATION

- Matches may be recorded or streamed by tournament officials.
- Teams are allowed to stream their games, but they must use a 5-minute delay to prevent stream sniping.

## MISCELLANEOUS

- All players must follow the instructions of tournament admins.
- All participants are expected to follow the school's general code of conduct during the tournament.
- The organizers reserve the right to modify the rules at any time. Participants will be informed of any changes in advance.

## ALLOWED LOADOUTS (CODM)

- **shotguns** and **snipers** only valid for **mobile players**

Category	Allowed	Not allowed
<b>Primary Weapons</b>	<ul style="list-style-type: none"><li>• ARs, SMGs, LMGs — <b>all players</b></li><li>• Manual shotguns(Argus, BY-15,HS0405, KRM-262) — <b>mobile only</b></li><li>• Sniper/Marksman rifles (default ammo) — <b>mobile only</b></li></ul>	<ul style="list-style-type: none"><li>• Automatic shotguns</li><li>• Slug/Dragon's-breath / Thermite /Explosive / Concussion /Hollow-point conversions</li><li>• D13 Sector</li><li>• Akimbo</li><li>• <b>Wildcards</b></li></ul>
<b>Secondary Weapons</b>	<ul style="list-style-type: none"><li>• Pistols</li><li>• Launchers</li></ul>	<ul style="list-style-type: none"><li>• Melee knives for movement only (kills forbidden)</li></ul>
<b>Attachments</b>	Any standard attachment that is <b>not</b> an explosive / incendiary or high-damage conversion.	<ul style="list-style-type: none"><li>• AS VAL 15 FMJ</li><li>• CR-AMAX M67</li><li>• HVK Large Cal</li><li>• DLQ</li><li>• Concussion</li><li>• Rytex Thermite, etc.</li></ul>

<b>Perks</b>	<ul style="list-style-type: none"> <li>• <b>Red</b>—Lightweight, Flak Jacket, Agile, Skulker, Tactical Mask, Fast Recover.</li> <li>• <b>Green</b>—Toughness, Quick Fix, Cold Blooded.</li> <li>• <b>Blue</b>—Dead Silence, Alert</li> </ul>	<ul style="list-style-type: none"> <li>• All others(Persistence, Restock, Martyrdom, Overclock, Hardline, Recon, Pin point ,Unit Support, etc.)</li> </ul>
<b>Operator Skills</b>	<ul style="list-style-type: none"> <li>• Annihilator</li> <li>• Sparrow</li> <li>• Tempest</li> </ul>	<ul style="list-style-type: none"> <li>• Every other operator skills</li> </ul>
<b>Score-Streaks</b>	<b>None</b>	<b>-</b>
<b>Lethal / Tactical</b>	Frag, Semtex, Smoke, Stun, Flashbang	Trip Mine, Thermite, Molotov, Cluster, C4, Cryo, Gas, Heartbeat, Echo, Stim, Storm Ball, Trip Sensor, Decoy, Douser
<b>Wildcards</b>	<b>-</b>	<b>All Wild cards are banned</b>



# PULZ'25

SRI LANKA'S PREMIER ICT DAY

## AWARD FOR THE **MOST POPULAR SCHOOL ICT SOCIETY**

## RULES AND REGULATIONS



ANANDA COLLEGE ICT SOCIETY

## ELIGIBILITY

The competition is open to all school ICT societies across the island.

## REGISTRATION REQUIREMENT

- Only the top five positions of the society (President, Vice President, Secretary, Treasurer, and Teacher-in-Charge) are eligible to register their school for the competition.
- Registrations submitted by any other individuals will be removed from the registration list.

## POST PUBLICATION

Posts for each registered school will be published on the official Ananda College ICT Society WhatsApp channel.

## VOTING

Voting will begin immediately after the publication of the posts. Votes will be counted based on the number of red heart (❤️) reactions received by each post.

## VOTING PERIOD

The voting will remain open for a specified period, after which all reactions will be tallied. The exact deadline for voting will be communicated at the time of post publication.

## VOTING PERIOD

The voting will remain open for a specified period, after which all reactions will be tallied. The exact deadline for voting will be communicated at the time of post publication.

## WINNER SELECTION

The school whose post accumulates the highest number of red heart reactions by the deadline will be declared the winner.

## DISCLAIMER

Any attempt to manipulate or artificially increase the number of reactions will result in disqualification from the competition.

AWARD FOR THE  
**MOST POPULAR SCHOOL  
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