



DEPLOY SPRINT



Knurdz Community | Leo Club of University of Moratuwa



```
$ ./boot_deploy_sprint --mode=delegate
```

DEPLOY SPRINT

DEVOPS HACKATHON

Knurdz x Leo | University of Moratuwa

LIVE PIPELINE LOG

```
$ git checkout -b feature/rollout
$ docker compose up -d
$ git push origin feature/rollout
> pull request opened
> peer review approved
> GitHub Actions: deploy successful
> live cloud VPS updated with zero downtime
```

25

TEAMS AT FINALE

100

DEVELOPERS

25

CLOUD VPS NODES

100K

LKR PRIZE POOL

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01 / About Deploy Sprint

WHAT IS DEPLOY SPRINT?

DeploySprint is the first hands-on DevOps hackathon for University of Moratuwa undergraduates by Knurdz and Leo. Teams act as release engineers: they integrate pre-built features, use pull requests, pass peer review, and deploy safely to cloud VPS nodes through GitHub Actions.

The event is not a normal blank-screen coding hackathon. It focuses on the real industry problem of shipping changes safely: Git branching, Docker, GitHub Secrets, CI/CD logs, branch protection, pipeline health, and live deployment discipline.

EVENT SUMMARY

```
$ event --type devops --format devops
> audience: University of Moratuwa undergraduates
> structure: bootcamp + virtual qualifier + physical finale >
finale: 6-hour feature rollout challenge
> deployment: GitHub Actions to dedicated VPS nodes
> principle: release engineers, not greenfield builders
```

BENEFITS

02 / Why Participate

DELEGATE VALUE

- Learn how modern teams ship production features using Git, Pull Requests, Docker and GitHub Actions.
- Experience real DevOps pressure in a controlled beginner-friendly environment.
- Build teamwork habits: branch safely, review clearly, merge responsibly and explain your decisions.
- Practice reading pipeline errors and fixing deployments without direct SSH access.
- Compete for medals, certificates, cash prizes and community recognition.

6H

PHYSICAL FINALE

PR

REVIEW BASED

CI/CD

WORKFLOW

Core mindset: you are not just building code - you are protecting a live deployment pipeline.

03 / Event Roadmap

JUNE 6 - JULY 2

ANNOUNCEMENT & REGISTRATIONS

Register online. Teams of three or four students enter the competition pipeline.

JULY 5

HANDS-ON BOOTCAMP

Mandatory physical prep session covering Git branching, Docker, GitHub Secrets and deploy workflows.

JULY 5-6

VIRTUAL QUALIFIER

Teams complete an automated deployment exercise and PR process within 30hr open window to qualify for the finale.

JULY 11

FEATURE ROLLOUT FINALE

6-hour physical hackathon on campus with release cycles, live cloud deployments, judging and awards.

TIMELINE NOTE

Dates and times may be updated by organizers. Delegates should follow official Deploy Sprint channels for final announcements.

04 / Competition Flow

PHASE 01 - LEARN

Mandatory bootcamp builds the foundation: Git branching, Docker concepts, GitHub Secrets, Azure VPS deployment and production vs local environments.

PHASE 02 - QUALIFY

Virtual qualifier filters teams through a basic GitHub Actions and Pull Request task. It checks attention to detail before live infrastructure access.

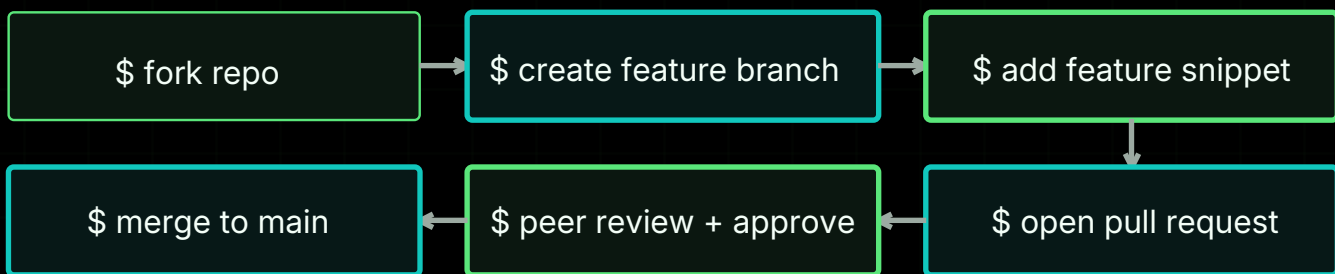
PHASE 03 - DEPLOY

Finalists integrate organizer-provided feature snippets into a containerized base website and deploy via CI/CD pipelines.

PHASE 04 - EXPLAIN

Judges inspect releases, pull requests, pipeline history, collaboration quality and the team's ability to explain fixes.

RELEASE PATH



BOOTCAMP

05 / Workshop Blueprint

MODULE 1: GIT BRANCHING 101

40 min

Safe branches, feature workflow, pull requests and peer review habits.

MODULE 2: CONTAINER BASICS

40 min

Dockerfile reading, docker compose, container networking and service communication.

MODULE 3: GITHUB SECRETS & AZURE

40 min

Secure SSH key usage, GitHub Actions deploy workflow and live vs local environment thinking.

BOOTCAMP COMMANDS

```
$ git checkout -b feature/name  
$ docker compose ps  
$ ssh-keygen -t ed25519  
$ gh secret set VPS_PRIVATE_KEY  
$ cat .github/workflows/deploy.yml
```


06 / Virtual Qualifier

OBJECTIVE

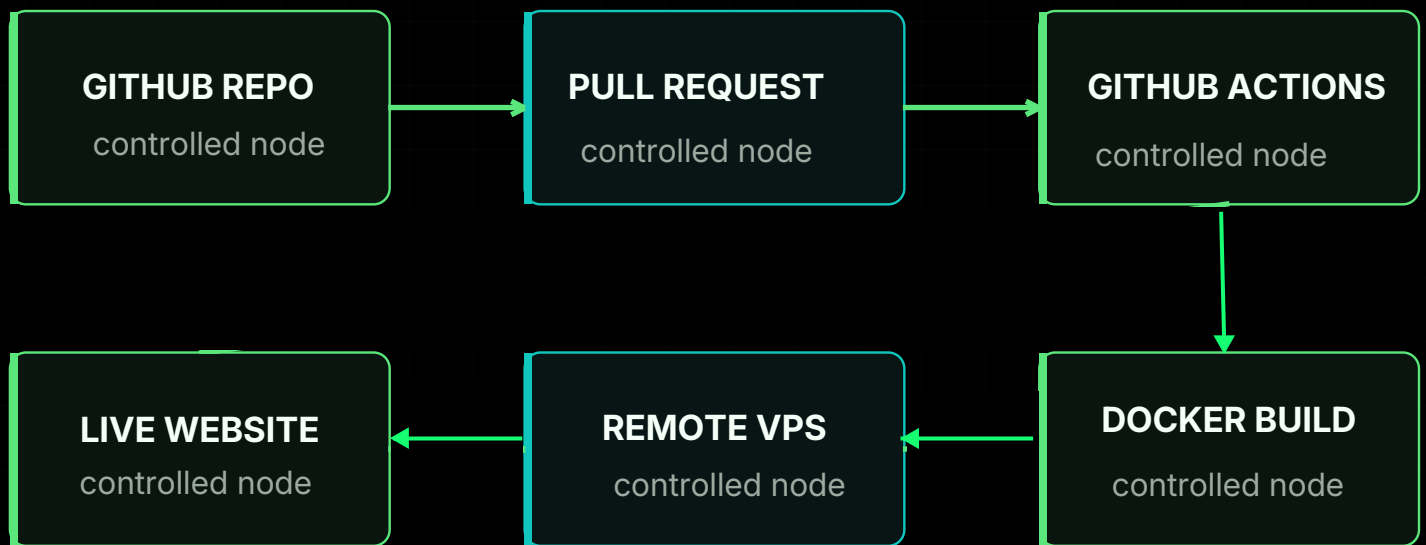
The virtual qualifier is held before the main physical event to select the final 25 teams and ensure every finalist has basic Git, GitHub and workflow discipline.

- Fork a repository containing a static website.
- Set up or use a simple GitHub Actions workflow to run a linter.
- Open a pull request using the exact required PR format.
- Merge changes before the deadline and prove attention to detail.
- Attend the mandatory bootcamp to remain eligible.

QUALIFICATION FILTER

Only teams that complete the deployment exercise and follow PR rules correctly will advance to the physical hackathon.

07 / GitOps Infrastructure



INFRASTRUCTURE RULES

- 25 identical Azure VPS nodes are prepared from a golden Ubuntu image.
- Docker, Docker Compose, Nginx reverse proxy and the base web application are pre-installed.
- Only ports 22, 80 and 443 are exposed.
- Teams cannot directly SSH from local terminals; deployment happens through GitHub Actions.

08 / Fair-Play AI Rules

HUMAN REVIEW LOCK

Direct pushes to main are banned. A teammate must review the pull request and leave a meaningful comment before approval.

PAPER TRAIL RULE

During pipeline failures, teams must paste the raw GitHub Actions error log into the PR and explain why it failed.

LIVE DESK-SIDE AUDIT

Judges may randomly ask any member to explain a line of code, a deployment issue or a pipeline failure resolution.

UNDERSTANDING BEATS COPY-PASTE

AI tools may help, but blind AI-generated fixes lose marks when the team cannot explain the technical logic.

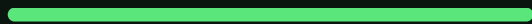
EVALUATION

09 / Judging Matrix

RELEASE SUCCESS

40%

Successful deployment of client requests to the live cloud VPS.



PIPELINE HEALTH

30%

Minimum failed builds on main, clean testing discipline and stable CI/CD workflow.



COLLABORATION & REVIEW

30%

Quality of pull requests, peer review comments and team workflow discipline.



LIVE DESK CODE AUDIT RULE

A judge can select a random member and ask them to explain code or a pipeline failure inside a closed pull request. If the team cannot explain the logic, rollout points can be removed.

AWARDS

10 / Prizes & Recognition

1ST PLACE

Medals + valuable certificates

50,000 LKR**2ND PLACE**

Medals + valuable certificates

30,000 LKR**3RD PLACE**

Medals + valuable certificates

20,000 LKR**MOST POPULAR TEAM**

Community-voted popular award

Popular Award**EXTRA RECOGNITION**

Finalist recognition, networking, future project opportunities and Knurdz & Leo membership opportunities may be offered according to organizer decisions.

11 / Delegate Rules & Checklist

GENERAL REQUIREMENTS

- *Participants must be University of Moratuwa undergraduates.*
- *Each team should have three to four members.*
- *Team members must attend mandatory sessions required by the organizers.*
- *Follow the PR format, branch rules, submission deadlines and judging instructions.*
- *Do not use direct SSH/local terminal access to modify the VPS unless organizers explicitly allow it.*
- *Respect all delegates, volunteers, mentors, judges and event equipment.*

COMPLIANCE

```
> rule_check --team
$ no direct main pushes
$ no hardcoded deployment shortcuts
$ no unexplained AI fixes
$ keep PR history clean
$ be present for audits
```

PREPARATION

11 / Delegate Rules & Checklist

BEFORE THE FINALE

- ☐ Laptop + charger ready for full-day work. Extension cables provided, but bringing your own is highly recommended.
- ☐ GitHub account prepared and accessible.
- ☐ Basic Git commands revised: branch, commit, push, pull request.
- ☐ Docker and container concepts understood from bootcamp.
- ☐ Team communication channel ready.
- ☐ One member leads PR quality, one checks build logs, one validates live deployment.
- ☐ Read all organizer announcements before the finale.

Final instruction: deploy carefully, explain clearly, and keep the live site stable.

12 / Contact & Support

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END OF BOOKLET

```
$ curl https://deploysprint.knurdz.org  
> registration | qualifier | bootcamp |  
finale > all systems nominal  
> session ended. stay sharp._
```