The Escape Room

Brief Description

Welcome to the Escape Room Challenge! This thrilling adventure is designed to enhance your problem-solving skills, teamwork, and communication. Participants will form teams of 3 individuals and face a series of intriguing puzzles, including coding challenges, output interpretation, the Tower of Hanoi, guessing a number, and Sudoku. The goal is to solve all the puzzles within a 10-minute time limit. Get ready to put your critical thinking and collaboration skills to the test!

2 teams in a room competing parallel will solve the above problem within a given time . The team which finishes first will be forwarded for making and the other team will be eliminated.

Time Duration: 1hr-1.30hr **Learning**

Outcomes:

- Improved problem-solving skills
- Enhanced teamwork and communication
- Strengthened critical thinking abilities

Challenges:

1. **Coding Challenge:** ○Solve a complex coding problem within a given time frame.
2. **Output Interpretation:**○Analyse and interpret the output of a given code snippet.
3. **Tower of Hanoi:**
    - ○ Solve the Tower of Hanoi puzzle with a set number of disks.
4. **Guess the Number:**
    - ○ Guess the correct number within a given range based on clues.
5. **Sudoku:**
    - ○ Complete a Sudoku puzzle within the time limit.

Rules:

1. **Team Formation:**
    - ○ Participants will form teams of 3 individuals.
2. **Time Limit:**
    - ○ Complete all challenges within 10 minutes.
3. **Communication:**
    - ○ Effective communication and teamwork are essential.
4. **Completion:**
    - ○ Solve all puzzles and challenges to escape the room.

5. **Elimination:**
   - The teams will be eliminated if they are unavailable at their given time slot.

Scoring Criteria:

1. **Challenges Solved:**
   - Each challenge completed correctly earns points.
   - Points per challenge: 10 points
2. **Time Left:**
   - Additional points for the time left from the 10-minute limit.
   - Points per 5 sec left: 2 points Calculation:

Total Score = (Challenges Solved × Points per Challenge) + (Minutes Left × point per 5 sec Left) **Flow :**

1. Start time 2:30
2. 2:30 to 2:45 announcement of rules and time allotment.
3. Dividing the teams into two categories of [1st year] and [2nd or 3rd year]
4. Allotting them the time slot as per the chit system, 1st room will be allotted to first year groups and 2nd room will be allotted to 2nd and 3rd year groups .And the 3rd room will be kept as waiting room for other teams.
5. Teams will be disqualified if they don't reach at allotted time slot.
6. 2:45 1st round starts.
7. 2 teams will be competing at a time in 1 room .So, 4 teams at a time in 2 rooms .
8. 10 minutes to each team to complete 5 challenges, they will be provided 2 laptops (with 4 challenges)and sudoku will be on whiteboard.
9. There will be a 5 min buffer time after each 10 min round .
10. Teams will be marked according to points system and winner will be decided, in case of tie between the top 3 teams the teams will again compete against each other to win.