

FINDING NEMO (CELESTA 2k17)

Objective:

To make a robot which is capable to do image processing and make turn in particular direction which will be indicated by a specified colour.

Team Members:

-> A team must have members less than or equal to Four(One person can also take part.)

-> A team may have Technical Advisor(specially for 1st year students.They can have technical advisor from 2nd years.)

->A person can join only one team.

Budget of the event:

1.Arena(GameZone) :- 2000 Rs.

2.Prize for Winner :-3500 Rs.

3.Prize for Runner-up :-2500 Rs.

4.Adhesive materials:-500 Rs.

General Rules:

=>SIZE OF BOT

- _ Width - 200mm Max.
- _ Length - 300mm Max.
- _ Height - No Restrictions

=>CONTROL

- _> The robot must be controlled autonomously with no human aid
- _> The controller unit should be embedded in the robot and cannot be placed outside the robot
- _> The robot must be started manually with a start button. The button will be pressed by organisers.

=>CONSTRUCTION

- _> Any robot kit or building material may be used, as long as the robot fits the above specifications and as long as the design and construction are primarily the original work of the team.

=>GAMEPLAY

- _> On the day of the competition each team has Preparation Time which is 15 mins. All the preparations should be done during this time.
- _> No one is allowed inside the arena of the game except robot handlers and the organisers.

=> START AND HALT

- _> One team member is elected as robot handlers. Only that team member is permitted to handle the robot during the game. All other team members must remain outside the game zone.
- _> The robot will be placed at the start tile and checked by one of organisers.
- _> A robot may restart the run as the handlers deem necessary within the trial time. The restart can be requested only if the robot doesn't follow the lines, has stopped on half way or has lost the directions. If the robot has reached the finish, the time is saved for that current trial but it is allowed to adjust sensors.
- _> At any restart, the robot must be positioned back at the start tile and started by organiser.
- _> It is not allowed to reprogram the robot or to add/remove parts on the robot during trial but it is allowed to adjust sensors.

_> Maximum 7 restarts a robot can do within a trial period.

_> A robot must restart if:

- The robot does not start after pressing the Start Button for 1 min. - The robot is touched by human.
- The robot moves off the field.

_> Robots that cause deliberate interference with other robots or damage to the field will be disqualified.

_> Humans that cause deliberate interference with robots or damage to the field will be disqualified.

_> It is expected that the aim of all team is to play a fair and clean game.

RULES TO WIN THE GAME:

_> Winner will be the bot which will found its home as early as possible.

** In case of any dispute ,decision of the organisers would be final*