

Battle field

- Implant maximum bombs to conquer.

INTRODUCTION:

Tired of playing battlefield games in mobile? Come, play with your robot to smash the opponents. Build your robot that can throw bombs onto the opponent and swiftly defend itself, because every direct hit on you, shall freeze you temporarily.

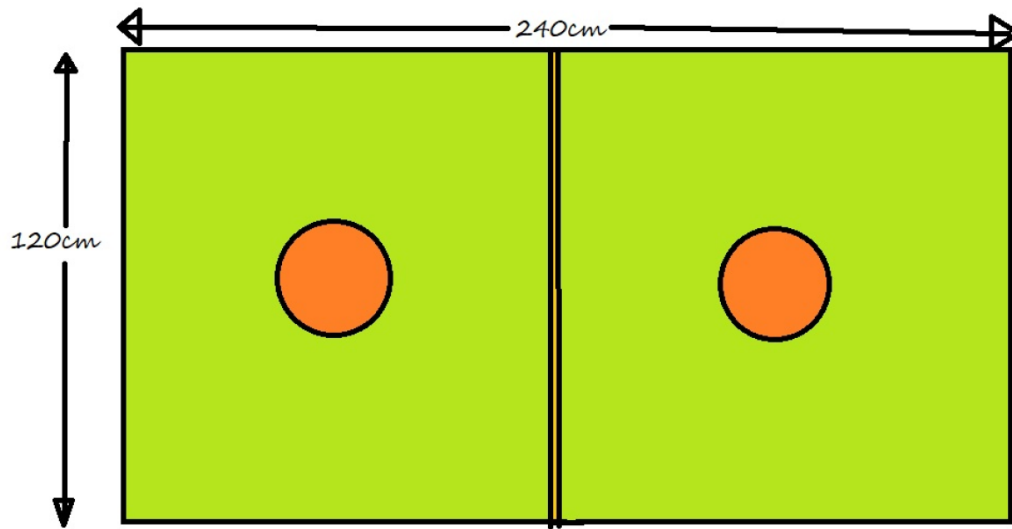
PROBLEM STATEMENT:

Build a manually controlled robot skilled enough to pick and throw balls (Ammunition) in the opponents arena.

QUALIFYING ROUND:

1. The arena is divided into 2 parts symmetrically, separated by a wall of 15cm height.
2. The robots are placed at the center of each area at the start of the event.
3. Ammunition (Standard ping pong balls) will be provided by the coordinators in their respective arenas.
4. Robot must pick and throw ammunition into opponents arena.
5. If the ammunition hits opponents' robot directly, then opponents robot is frozen for 5 seconds and bonus points are given.
6. If the ammunition is finished in the arena, coordinators will be placing new ammunition.
7. The time for each round and points for each Throw/Hit will be revealed on the day of the event.
8. The team that scores maximum points in the given time shall win.
9. If the score is a tie, then the match will be declared as draw.

ARENA:



Dimensions shown in diagram are just an approximation.

ROBOT SPECIFICATIONS:

1. The maximum dimensions of the robot are 40cm x 30cm x 40cm (l*b*h).
2. The robot can expand (any mechanism that may increase the length in any one dimension) after the dimensions are checked by the coordinators.
3. Robots can be wired, wireless or autonomous.
4. If wired, the wires shall be slacked always. The participants are suggested to have minimum wire length of 3 m.
5. Power supply to the robots should not exceed 12V.
6. Power supply can be ON/OFF BOARD.
7. The weight of robot with battery shall not exceed 6 kgs.
8. Tolerance of 5% on dimensions and power supply will be accepted.

RULES AND REGULATIONS:

1. A team can consist of a maximum of 4 members.
2. Members of different institutions can form a team and must carry your respective college ID cards.

ROBOVANZA

3. Only 2 members of a team can stay around the arena (for controlling and assistance).
4. Any kind of damage to the arena will not be entertained, and if done, the robot will be immediately disqualified.
5. No technical assistance will be provided by the coordinators during the time of the event.
6. No practice runs will be provided.
7. Use of an IC engine in any form is not allowed.
8. Human interference (e.g. touching the robot, stepping into the arena) during the game is not allowed.
9. No external power supply or tools will be provided at the time of event.
10. A robot with the base of a toy car and its gearbox as a machine part will be disqualified. Also, LEGO kits are strictly prohibited.
11. Member participated from a team cannot participate in another team for the same event.
12. A robot can participate only once in that particular event.
13. The organizers are not responsible for any kind of damage to your robot.
14. In case of any discrepancies, the decision of the coordinator and the event head shall be final, and no further arguments shall be entertained.

CERTIFICATE POLICY:

1. A certificate of participation will be awarded to all participating teams except for the disqualified team.
2. A certificate of merit would be awarded to the winners, along with prize:

*** 1st Prize : Rs. 3000**

***Prize for Best Design : Rs. 3000**

CONTACT:

Akshith: 8522002012

Date: 12-08-19