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VISVESVARAYA TECHNOLOGICAL UNIVERSITY
(A State University Government of Karnataka Established as per the VTU Act, 1994)
"Jnana Sangama", Belagavi - 590018, Karnataka, India

YUKTI 2K25

REIMAGINING TOMORROW

20TH & 21ST
FEBRUARY, 2025

LIVE BANDS

CULTURALS

TECH EVENTS

CONCERT

Innovate

Elevate

Celebrate



Dr. S.B. Dandagi
Regional Director, R.O. Belagavi

Dr. Prashantha Nayaka G.
Finance Officer

Patrons

Prof. T.N. Sreenivasa
Registrar (Evaluation)

Prof. B.E. Rangaswamy
Registrar

Chief Patron
Prof. Vidyashankar S.
Vice-Chancellor

Coordinator
Ms. Chaitra K.M.

Chief Coordinator
Dr. Rohan Gurav



VISVESVARAYA TECHNOLOGICAL UNIVERSITY

At the heart of technological advancement and academic brilliance stands Visvesvaraya Technological University (VTU), a University dedicated to shaping the future of engineering, technology, management, and innovation. Established in 1998, VTU has emerged as a premier technical university in India, providing a dynamic and conducive environment for learning and research. The university's commitment to academic excellence and innovation has made it a hub for aspiring engineers, technologists, and researchers.

VTU believes in a holistic approach to education, emphasizing not only technical proficiency but also the development of critical thinking, problem-solving skills, and a deep understanding of ethical practices. The curriculum is designed to meet the demands of the rapidly evolving technological landscape while nurturing well-rounded individuals.

VTU stands at the forefront of ground breaking research and development. The university's research centers and collaborations with industry leaders foster an environment where students and faculty can engage in cutting-edge projects, contributing to advancements in fields such as artificial intelligence, robotics, sustainable technologies, and more.

With a commitment to providing a global perspective to its students, VTU encourages international collaborations, exchange programs, and participation in global conferences. This exposure not only broadens the horizons of the students but also prepares them to tackle challenges on a global scale.

Embark on a journey of knowledge, innovation, and growth at Visvesvaraya Technological University – where excellence knows no bounds.



DR. S. VIDYASHANKAR
VICE-CHANCELLOR, VTU

Dear Friends and Students,

It is with immense pleasure and pride that I extend a warm welcome to you all to Visvesvaraya Technological University "Yukti 2K25", A National Level Techno-Cultural Fest. The second edition of the fest, this year's theme "Reimagining Tomorrow" with Tagline Innovate, Elevate and Celebrate. This exciting event, Yukti 2K25, promises to be a vibrant confluence of technology, culture, and creativity, offering a platform for students from across the nation to showcase their talents and innovative ideas. Scheduled for February 20th and 21st, 2025, this festival will feature a diverse range of events, including Management, Robotics, Technical challenges, Cultural Arts, and thrilling Live bands and Concerts.

We have curated an array of activities, competitions, and workshops that cater to diverse interests, ensuring there is something for everyone. From technical challenges that push the boundaries of innovation to cultural performances that celebrate our rich heritage, Yukti 2K25 is designed to inspire and engage.

As we embark on this journey of discovery and celebration, we invite you to embrace the spirit of collaboration and creativity. Let us come together to innovate, elevate, and celebrate the future we are collectively reimagining. We look forward to your enthusiastic participation and are excited to witness the amazing contributions you will bring to Yukti 2K25.



DR. B.E. RANGASWAMY

REGISTRAR, VTU



DR. T N SREENIVASA

REGISTRAR (EVALUATION), VTU



DR. PRASHANTHA NAYAKA G.

FINANCE OFFICER, VTU

DR. ROHAN GURAV
SPECIAL OFFICER
VTU, BELAGAVI.

FEST COORDINATORS
MS. CHAITRA K.M.
SPECIAL OFFICER
VTU, BELAGAVI.

DR. S. B. DANDAGI
REGIONAL DIRECTOR,
VTU, BELAGAVI

EVENT GLANCE AND GUIDELINES

CULTURALS

- NEON MOVES (DANCE - GROUP/SOLO)
- ECHO OF THE COSMOS (SINGING - GROUP/SOLO)
- PIXEL CHRONICLES (PHOTOGRAPHY - REELS SHOWDOWN, CINEMATOGRAPHY)
- RESONANCE REIGN (BATTLE OF BANDS)
- DJ RESONANCE REIGN (BATTLE OF DJS)
- CIRCUIT TALES (NUKKAD NATAK)
- FUTURISTIC VOGUE (RAMP WALK - CORPORATE WALK)

OPEN MIC

- GLITCH & GIGGLES (STAND-UP COMEDY)
- ECHOVERSE (POETRY/OPEN WORD/SHAYARI)
- CYBER EXPRESSIONS (MIMICRY)
- CYBER MASQUERADE (MIME ACT)

MANAGEMENT

- CYBER STRATEGIST CHALLENGE (BEST MANAGER)
- MIMIC-AI (AD MAD SHOW)
- HYPERLOOP INNOVATIONS (PRODUCT LAUNCH - MARKETING)
- HR VIRTUOSO (BEST HR)
- VITI LEGENDS (VITI MASTERS)

TECH EVENTS

- INNOVATOR'S SHOWCASE (TECHNICAL PAPER PRESENTATION)
- CLASH OF MINDS (TECHNICAL DEBATE)
- CODE HUNTERS (DEBUGGING)
- MATH MATRIX (MATH RELAY)

MECHANICAL

- ROBORACE CHRONICLES (ROBORACE)
- CYBERKICK ARENA (ROBOSOCCER)
- MECHAMAYHEM (ROBOWAR)
- PATHTRACER CHALLENGE (LINE FOLLOWER ROBOT)
- SKYFORGE 2147 - (WHERE INNOVATION TAKES FLIGHT/AERO MODEL MAKING)

ART

- DIGITAL VISIONS (FACE PAINTING)
- NEON SPECTRUM CREATIONS (RANGOLI MAKING)
- VISIONARY MINDS (LOGO DESIGN)
- DESIGN EVOLUTION (RAW TO BEAUTIFICATION)

- CYBERCONQUEST (QUIZ - LOGO QUIZ, PUZZLE, FASTEST FINGER FIRST)
- CODEBREAK LABYRINTH (ESCAPE ROOM)
- PIXELPLAY ZONE (GAMEZONE)

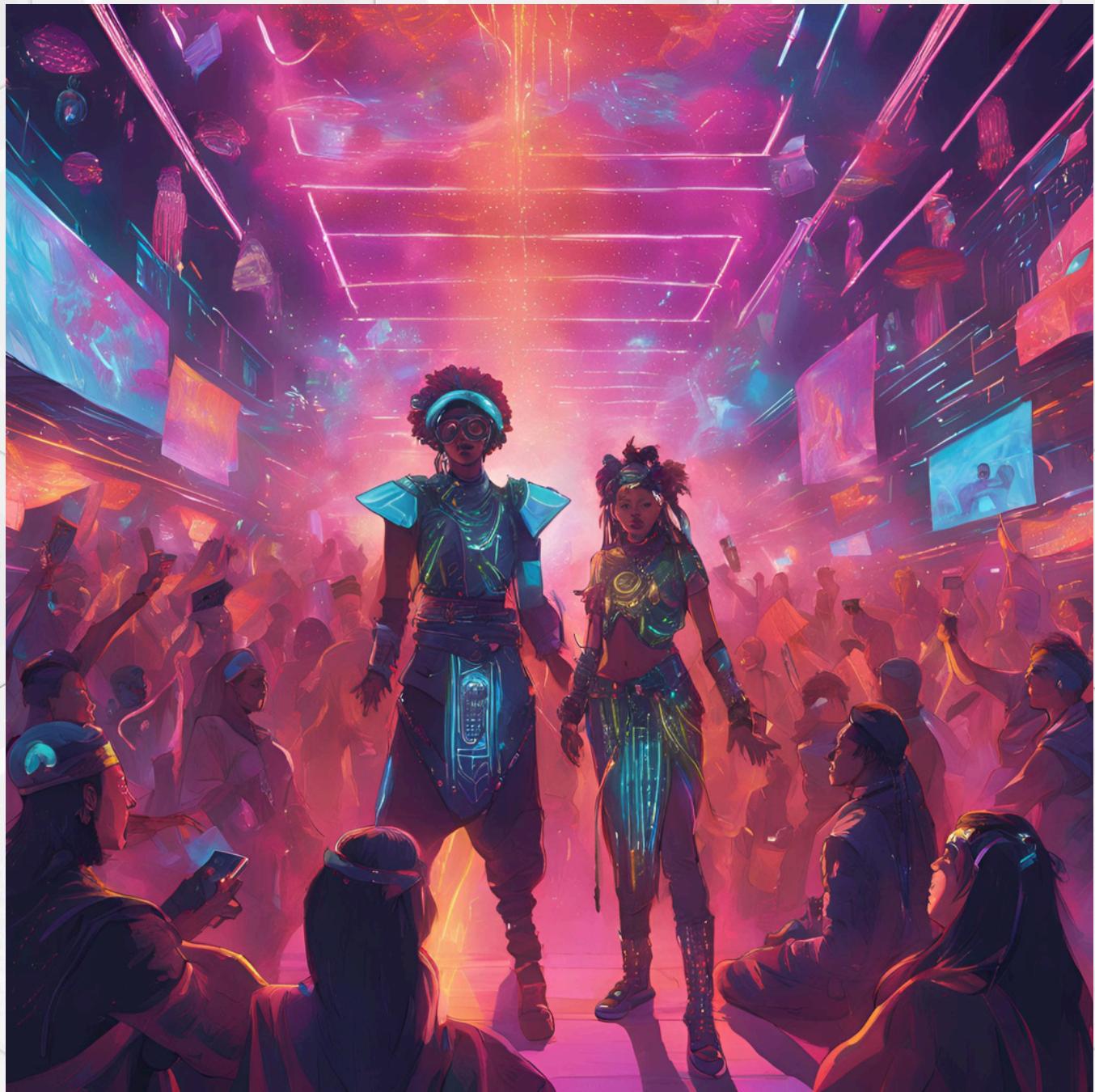
GAMING

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST

EVENT CATEGORY

CULTURALS



NEON MOVES

[SOLO DANCE]

- INDIVIDUAL PARTICIPATION
- DURATION: 5 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).
- DANCE STYLE - FREESTYLE
- TWO COPIES, CONTAINING A BRIEF DESCRIPTION OF THE PERFORMANCE IS TO BE SUBMITTED IN A TYPED FORMAT IN ENGLISH AT THE REPORTING TIME TO THE EVENT INCHARGE.
- PRE-RECORDED MUSIC IN MP3 FORMAT IS TO BE SUBMITTED IN A PENDRIVE AT THE REPORTING TIME TO THE EVENT INCHARGE.
- THE PARTICIPATING TEAM WILL BE ENTIRELY RESPONSIBLE FOR REMOVAL OF THEIR SETS, PROPS, ETC., IMMEDIATELY AFTER THE COMPLETION OF THEIR PERFORMANCE.
- REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.



DECISION OF THE PANEL OF JUDGE(S) WILL BE FINAL .

NEON MOVES

[GROUP DANCE]

- TEAM SIZE -
- MIN -6 , MAX -10
- DURATION: 10 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).
- A MAXIMUM OF 5 ACCOMPANISTS ARE ALLOWED.
- DANCE STYLE - FREESTYLE
- TWO COPIES, CONTAINING A BRIEF DESCRIPTION OF THE PERFORMANCE IS TO BE SUBMITTED IN A TYPED FORMAT IN ENGLISH AT THE REPORTING TIME TO THE EVENT INCHARGE.
- PRE-RECORDED MUSIC IN MP3 FORMAT IS TO BE SUBMITTED IN A PENDRIVE AT THE REPORTING TIME TO THE EVENT INCHARGE.
- THE PARTICIPATING TEAM WILL BE ENTIRELY RESPONSIBLE FOR REMOVAL OF THEIR SETS, PROPS, ETC., IMMEDIATELY AFTER THE COMPLETION OF THEIR PERFORMANCE.
- REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.
- DECISION OF THE PANEL OF JUDGE(S) WILL BE FINAL .



ECHO OF THE COSMOS

SOLO SINGING SYNTHWAVE/RETRO/FUTURE



- DURATION: 15 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).
- MAXIMUM OF 2 ACCOMPANIMENTS ARE ALLOWED INCLUDING INSTRUMENTALISTS
- REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.
- HINDI ROMANTIC SONGS ONLY AND TWO COPY OF LYRICS ALONG WITH MOVIE NAME , YEAR OF RELEASE AND SINGERS NAME HAS TO BE PROVIDED TO THE COORDINATORS WELL BEFORE THE EVENT .
- DECISION OF THE PANEL OF JUDGES WILL BE FINAL AND BINDING UPON ALL.



ECHO OF THE COSMOS GROUP SINGING

- **PARTICIPATION: TEAMS OF UPTO 6 PARTICIPANTS**
- **DURATION: 15 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).**
- **A MAXIMUM OF 3 ACCOMPANISTS ARE ALLOWED.**
- **A TEAM HAS TO PRESENT TWO SONGS, ONE PATRIOTIC AND ONE BHAKTI GEET .**
- **ONLY INDIAN LANGUAGES WILL BE USED FOR GROUP SONGS. THE LYRICS OF THE SONGS TRANSLITERATED IN ENGLISH MUST BE SUBMITTED AT THE REPORTING TIME TO THE EVENT INCH:**
- **FILM SONGS ARE STRICTLY NOT ALLOWED.**
- **REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.**
- **DECISIONS OF THE ORGANIZERS AND PANEL OF JUDGE(S) WILL BE FINAL AND BINDING.**
- **BHAKTI GEET CAN BE BHAJAN AS WELL .**

PIXEL CHRONICLES (PHOTOGRAPHY)

GENERAL RULES:

- TEAM SIZE: SOLO
- ROUNDS : 2 (ELIMINATION & FINALS)
- PARTICIPANTS SELECTED IN ROUND 1 WILL BE GOING THROUGH TO THE FINAL ROUND.
- PARTICIPANTS IN THE FINAL ROUND HAVE TO EXPLAIN ABOUT THEIR ENTRY.
- JUDGING CRITERIA: THEME INCORPORATION, COMPOSITION, NATURALITY, OVERALL IMPACT.
- THEME: WILL BE DISCLOSED ON THE DAY OF THE EVENT.
- PHOTOS MUST BE TAKEN FROM DSLR CAMERAS ONLY. NO PHONE CAMERAS ALLOWED.
- “DEADLINE FOR SUBMISSION” OF THE ENTRIES WILL BE MENTIONED ON THE DAY OF THE EVENT.
- PHOTO LIMIT “ 3 ”
- THE PHOTOS MUST BE CLICKED BASED ON THE THEME GIVEN. IN CASE OF MORE THAN 10 PHOTOS, ONLY THE FIRST 10 PICTURES WILL BE CONSIDERED.
- PHOTOSHOP MANIPULATION AND ADDING ADDITIONAL ELEMENTS IS NOT ALLOWED. HOWEVER, BASIC EDITING, ENHANCEMENT AND CROPPING IS ALLOWED WITHOUT AFFECTING THE GENUINENESS OF THE PHOTO.
- ENTRIES MUST BE THE ORIGINAL WORK OF THE ENTRANT AND MUST NOT INFRINGE THIRD-PARTY'S RIGHTS.
- PLAGIARISM IS STRICTLY PROHIBITED.



PIXEL CHRONICLES (SHORT FILM MAKING)

COMPETITION STRUCTURE AND GUIDELINES:



TEAM COMPOSITION:

- CORE TEAM: LIMITED TO THREE (3) MEMBERS.
- ACTORS: NO SPECIFIC LIMIT.

COMPETITION ROUNDS:

- ROUND 1: ONLINE ELIMINATION
- ROUND 2: OFFLINE FINAL

SHORTLISTING:

TEAMS SELECTED FROM THE ONLINE ELIMINATION ROUND WILL ADVANCE TO THE OFFLINE FINAL ROUND.

DEADLINES:

- ELIMINATION ROUND: JANUARY 10, 2024, 11:59 PM
- FINAL ROUND: JANUARY 13, 2024, 11:59 AM

JUDGING CRITERIA:

SUBMISSIONS WILL BE JUDGED BASED ON THE FOLLOWING CRITERIA:

- EDITING
- CINEMATOGRAPHY
- SCRIPT (INCLUDING ORIGINALITY AND CLARITY OF STORY)
- ACTING
- SOUND EFFECTS
- OVERALL IMPACT

CULTURALS RESONANCE REIGN (BATTLE OF BANDS)

THE LYRICS WILL BE CHECKED FOR VULGARITY.

- JUDGES AND THE EVENT COORDINATORS DECISION WILL BE FINAL.
- TECHNICAL REQUIREMENTS OF EACH BAND MUST BE PROVIDED IN ADVANCE TO AVOID INCONVENIENCE DURING THE EVENT.
- IF AN ORIGINAL COMPOSITION IS A PART OF THE PERFORMANCE, THE LYRICS OF THAT SONG MUST BE SUBMITTED TO THE EVENT COORDINATORS PRIOR TO THE EVENT.



JUDGING CRITERIA:

- RHYTHM
- TECHNICALITY
- STAGE PRESENCE
- BEAT
- TONE OF MUSIC

INSTRUMENTS ALLOWED:

- GUITARS [ALL TYPES]
- PIANO [ALL TYPES]
- BEATBOXES
- DRUMS
- FLUTES
- VIOLIN
- HARMONICA

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST

EVENT CATEGORY

MANAGEMENT



MANAGEMENT

CYBER STRATEGIST CHALLENGE (BEST MANAGER)

GET READY TO HUSTLE AND GET YOUR HANDS DIRTY IN THE TUSSLE! EMBARK ON THE BIGGEST, MOST PRIZED JOURNEY ON THE QUEST TO BECOME THE BEST MANAGER. PROVE YOUR METTLE IN HR, FINANCE, MARKETING AND OPERATIONS WHILE APPLYING YOUR MANAGERIAL INSTINCTS TO STRATEGIZE YOUR WAY UNTO VICTORY BECAUSE THIS IS YOUR CHANCE AT DOMINATION. SO WHAT ARE YOU WAITING FOR? COME CONQUER!



EVENT RULES:

- IT'S AN INDIVIDUAL EVENT
- ALL PARTICIPANTS ARE EXPECTED TO BE AT THE VENUE, 45 MINUTES PRIOR TO THE START OF THE EVENT.
- THERE WOULD BE 5 ROUNDS.
- THE DETAILS OF EACH ROUND WOULD BE EXPLAINED PRIOR TO THE ROUND.
- LAPTOP IS MANDATORY (FOR TECHNICAL EVENTS)
- THE DECISION OF THE CO-ORDINATORS' IS FINAL AND NO ONE CAN QUESTION THEM. JUDGING CRITERIA'S WILL BE EXPLAINED PRIOR
- DRESS CODE-FORMALS
- ANY NUMBER OF PARTICIPATION OF CANDIDATE IS ALLOWED FROM ANY INSTITUTION.

HYPERLOOP INNOVATIONS (MARKETING)

"CREATE. EDUCATE. MOTIVATE."

ARE YOU INNOVATIVE ENOUGH TO COMPETE WITH THE WORLD OF MARKETERS? HERE'S A PLATFORM WHERE SOME REAL TIME MARKETERS CAN SHOWCASE THEIR SKILLS. NAVARITHI A MARKETING EVENT DESIGNED TO IGNITE THE BRILLIANT MIND OF STUDENTS AND TO OFFER THEM A VISIBLE PLATFORM WHERE THEY CAN UNLEASH THEIR CREATIVITY AND CLEVER WITS.



EVENT RULES:

- TEAM MUST CONSIST OF 2 MEMBERS.
- THERE CAN BE ANY NUMBER OF TEAMS FROM A COLLEGE.
- ALL PARTICIPANTS ARE EXPECTED TO BRING THEIR COLLEGE ID CARDS.
- PARTICIPANTS ARE EXPECTED TO BRING THEIR OWN LAPTOPS, INTERNET DONGLE, PENDRIVE, CALCULATORS ETC.
- RULES WILL BE SPECIFIC FOR EACH ROUNDS.
- TEAM WILL BE DISQUALIFIED ON THE SPOT IF THEY FAIL TO ADHERE TO THE RULES.
- IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO CLEAR THE DOUBTS BEFORE THE EVENT COMMENCES.
- DECISION OF THE JUDGES WILL BE FINAL.

HR VIRTUOSO (BEST HR)

"AGILE ORGANISATION THROUGH EFFICIENT PEOPLE MANAGEMENT"

THE BOUNDARY OF HR DOES NOT END WITH HIRING AND FIRING. IT IS SO MUCH BEYOND THAT AND WHO ELSE WOULD KNOW BETTER THAN A HR MANAGER? ARE YOU CONFIDENT IN SAYING THAT YOU'D BE THE BEST HR PERSON?

THE ONE WHO PLEASES CLIMBS THE LADDER OF SUCCESS. WEAR YOUR HEART ON YOUR SLEEVES AND STRATEGIZE.

SO, WHAT ARE YOU WAITING FOR? LET'S PUT YOUR HUMAN RESOURCE ABILITIES TO A TEST!



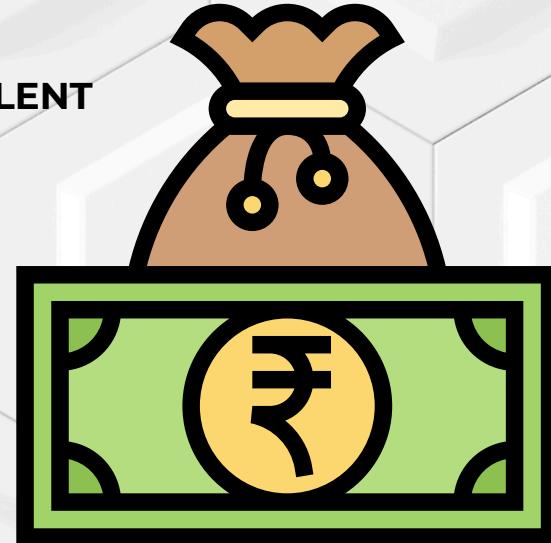
EVENT RULES:

- TEAM MUST CONSIST OF 2 MEMBERS.
- THERE CAN BE ANY NUMBER OF TEAMS FROM A COLLEGE.
- ALL PARTICIPANTS ARE EXPECTED TO BRING THEIR COLLEGE ID CARDS.
- PARTICIPANTS ARE EXPECTED TO BRING THEIR OWN LAPTOPS, INTERNET DONGLE, PENDRIVE, CALCULATORS ETC.
- RULES WILL BE SPECIFIC FOR EACH ROUNDS.
- TEAM WILL BE DISQUALIFIED ON THE SPOT IF THEY FAIL TO ADHERE TO THE RULES.
- IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO CLEAR THE DOUBTS BEFORE THE EVENT COMMENCES.
- DECISION OF THE JUDGES WILL BE FINAL.

LEGENDS OF VITI (FINANCE)

"MONEY IS A TERRIBLE MASTER BUT AN EXCELLENT SERVANT"

ARE YOU FINANCIALLY EQUIPED? ONE WHO IS CONCEPTUAL TOWARDS FINANCIAL DEVELOPMENT AND TO GROW AS AN INTELLECTUALLY EQUIPPED PERSON BY LEARNING INFORMATIVE INFORMATION ABOUT INVESTMENT, ALLOCATING CAPTIAL, MONITORING FIRM AND CORPORATE GOVERNANCE, MOBILIZING AND POOLING OF SAVINGS. HERE'S THE PLATFORM FOR YOU'LL TO TEST YOUR FINANCIAL ABILITY AND SKILL



EVENT RULES:

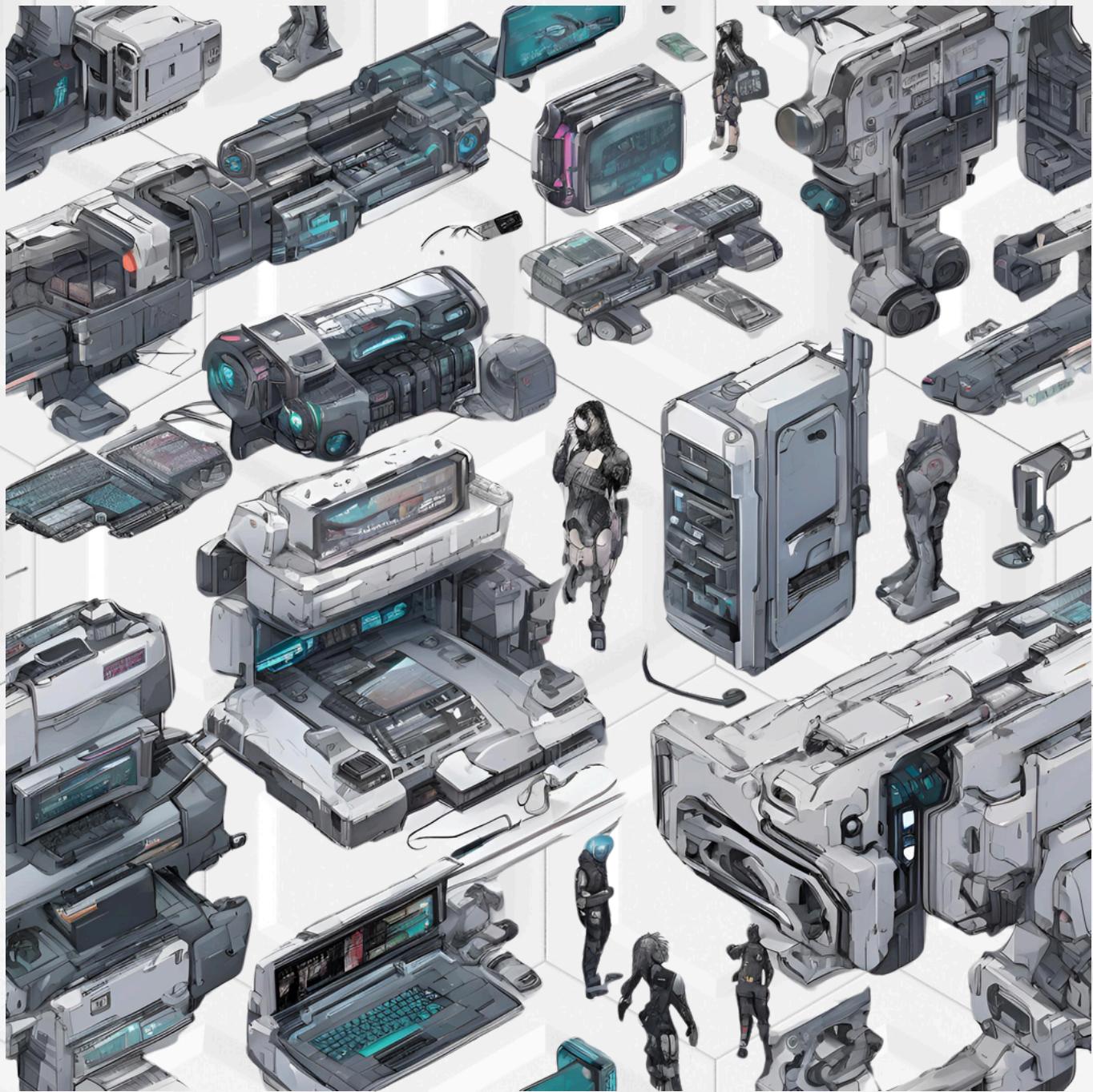
- TEAM MUST CONSIST OF 2 MEMBERS.
- THERE CAN BE ANY NUMBER OF TEAMS FROM A COLLEGE.
- ALL PARTICIPANTS ARE EXPECTED TO BRING THEIR COLLEGE ID CARDS.
- PARTICIPANTS ARE EXPECTED TO BRING THEIR OWN LAPTOPS, INTERNET DONGLE, PENDRIVE, CALCULATORS ETC.
- RULES WILL BE SPECIFIC FOR EACH ROUNDS.
- TEAM WILL BE DISQUALIFIED ON THE SPOT IF THEY FAIL TO ADHERE TO THE RULES.
- IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO CLEAR THE DOUBTS BEFORE THE EVENT COMMENCES.
- DECISION OF THE JUDGES WILL BE FINAL.

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST

EVENT CATEGORY

TECH EVENTS



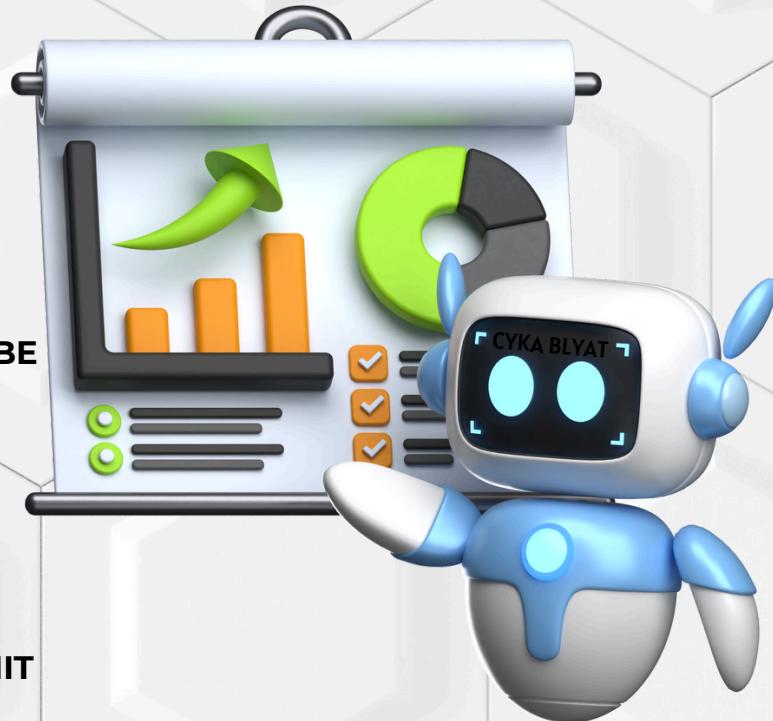
INNOVATOR'S SHOWCASE (TECHNICAL PAPER PRESENTATION)

GENERAL RULES :

- TEAM SIZE: TEAMS OF 2 MEMBERS EACH OR INDIVIDUALLY
- TOPICS AND THEIR NECESSARY SETUPS NEED TO BE PREPARED BEFORE THE EVENT STARTS, AND BE SENT ACCORDINGLY TO THE ORGANIZERS FOR EACH STREAM
- ESSENTIALS FOR PRESENTATION WILL BE PROVIDED BY THE ORGANIZERS.
- PRESENTATION SHOULD BE COMPLETED WITHIN THE TIME LIMIT SET BY THE ORGANIZERS
- PARTICIPANT CAN BE A INDIVIDUAL OR A 2 MEMBER TEAM

EVENT DETAILS:

- HH



CODEHUNTERS (DEBUGGING)

- **EVENT :** CODEHUNTERS
- **EVENT TYPE :** TEAM EVENT
- **ENTRY FEE :** ₹ 200/TEAM
- **TEAM COMPOSITION :** NUMBER OF PARTICIPANTS: 04
- **EQUIPMENT AND SOFTWARE :** MINIMUM 2 LAPTOPS



EVENT ROUNDS:

1. SPEED-UP:

- 25 QUESTIONS FOR 1 MARK EACH (25 MINUTES)
- 5 QUESTIONS FOR 5 MARKS EACH (25 MINUTES)

2. CLASH CODE:

- PARTICIPANTS DEBUG 3 CODE SNIPPETS (25 MINUTES)

3. REMATCH:

- PARTICIPANTS REARRANGE GIVEN SINGLE-LINE CODE SNIPPETS (HARD COPY) TO ACHIEVE CORRECT OUTPUT (25 MINUTES).

4. GYAN KSHETRA:

- 5 PROBLEM STATEMENTS (5 MARKS EACH) PROVIDED FOR SOLUTION USING ANY CODING LANGUAGE
- PARTICIPANTS SEARCH QR CODE AND SCAN TO OBTAIN THE PASSWORD FOR THEIR ZIP FILE WHICH WILL BE GIVEN IN NEXT ROUND.

5. CHAKRA VYUHA:

- TWO ZIP FILES WILL BE GIVEN.
- 1ST ZIP FILE (PASSWORD.ZIP) CONSISTS SET OF PASSWORDS IN WHICH ONE WILL BE CORRECT PASSWORD FOR THE 2ND ZIP FILE.
- 2ND ZIP FILE (STATEMENT.ZIP) CONSISTS THE PROBLEM STATEMENT OF FINAL ROUND.
- FIRST 10 TEAMS WHO WILL CRACK THE PASSWORD WILL BE PLAYING FINAL ROUND.

6. CODE SHASTRA:

- DEVELOPMENT ACCORDING TO THE GIVEN PROBLEM STATEMENT.
- TIME ALLOTTED IS 1.30 HRS FOR BOTH ROUND 5 AND ROUND 6.

CODEHUNTERS (DEBUGGING)

ROUND DETAILS:

1. SPEED-UP:

- OBJECTIVE: TEST PARTICIPANTS' QUICK PROBLEM-SOLVING SKILLS.
- FORMAT: MULTIPLE-CHOICE QUESTIONS AND A SET OF MORE COMPLEX QUESTIONS.
- TIME: 25 MINUTES FOR THE FIRST SET, 25 MINUTES FOR THE SECOND SET.

2. CLASH CODE:

- OBJECTIVE: EVALUATE PARTICIPANTS' DEBUGGING ABILITIES.
- FORMAT: 3 CODE SNIPPETS TO DEBUG.
- TIME: 25 MINUTES.

3. REMATCH:

- OBJECTIVE: ASSESS PARTICIPANTS' ABILITY TO UNDERSTAND AND REARRANGE CODE SNIPPETS.
- FORMAT: GIVEN SINGLE-LINE CODE SNIPPETS TO BE REARRANGED FOR CORRECT OUTPUT.
- TIME: 25 MINUTES.

4. GYAN KSHETRA:

- OBJECTIVE: TEST PARTICIPANTS' CODING SKILLS AND PROBLEM-SOLVING.
- FORMAT: 5 PROBLEM STATEMENTS.
- ADDITIONAL CHALLENGE: QR CODE SEARCH FOR OBTAINING A PASSWORD FOR THE ZIP FILE.

5. CHAKRA VYUHA:

- OBJECTIVE: FILTER TOP TEAMS FOR THE FINAL ROUND.
- FORMAT: GIVEN CODE SNIPPET WITH PASSWORD FOR A ZIP FILE.
- ADVANCE: FIRST 10 TEAMS TO CRACK THE PASSWORD PROCEED TO THE FINAL ROUND.

6. CODE SHASTRA:

- OBJECTIVE: EVALUATE PARTICIPANTS' DEVELOPMENT SKILLS.
- FORMAT: DEVELOPMENT BASED ON A GIVEN PROBLEM STATEMENT.
- TIME: 1.30 HRS FOR BOTH ROUND 5 AND ROUND 6.

CODEHUNTERS (DEBUGGING)

CODE-COMBAT RULES:

1. ELIGIBILITY:

- THE EVENT IS OPEN TO PARTICIPANTS OF ALL SKILL LEVELS UNLESS SPECIFIED OTHERWISE.
- PARTICIPANTS MUST ADHERE TO ANY SPECIFIED ELIGIBILITY CRITERIA, SUCH AS ACADEMIC LEVEL OR PROGRAMMING LANGUAGE FAMILIARITY.

2. TEAM COMPOSITION:

- TEAMS MAY CONSIST OF 4 NUMBER OF PARTICIPANTS.
- TEAM MEMBERS MUST REMAIN CONSISTENT THROUGHOUT THE EVENT UNLESS THERE ARE SPECIFIC RULES ALLOWING CHANGES.

3. CODE OF CONDUCT:

- PARTICIPANTS MUST ADHERE TO A RESPECTFUL AND PROFESSIONAL CODE OF CONDUCT.
- ANY FORM OF CHEATING, PLAGIARISM, OR UNETHICAL BEHAVIOUR WILL RESULT IN DISQUALIFICATION.

4. EQUIPMENT AND SOFTWARE:

- PARTICIPANTS MUST BRING THEIR OWN LAPTOPS OR CODING DEVICES UNLESS OTHERWISE SPECIFIED.
- ENSURE THAT THE NECESSARY SOFTWARE AND DEVELOPMENT ENVIRONMENTS ARE PRE-INSTALLED.

5. TIME MANAGEMENT:

- PARTICIPANTS MUST MANAGE THEIR TIME EFFECTIVELY DURING EACH ROUND.
- LATE SUBMISSIONS MAY NOT BE ACCEPTED, AND LATECOMERS MAY LOSE VALUABLE TIME.

6. SUBMISSION GUIDELINES:

- CODE SUBMISSIONS MUST FOLLOW THE SPECIFIED FORMAT AND GUIDELINES PROVIDED FOR EACH ROUND.
- SUBMISSIONS SHOULD BE MADE WITHIN THE DESIGNATED TIME FRAME.

CODEHUNTERS (DEBUGGING)

7. COLLABORATION:

- COLLABORATION BETWEEN TEAMS IS STRICTLY PROHIBITED UNLESS EXPLICITLY ALLOWED IN SPECIFIC ROUNDS.

8. COMMUNICATION:

- PARTICIPANTS MUST COMMUNICATE WITH EVENT ORGANIZERS THROUGH THE DESIGNATED CHANNELS FOR ANY QUERIES OR CONCERNS.

9. TECHNICAL ISSUES:

- IN THE CASE OF TECHNICAL ISSUES (E.G., INTERNET CONNECTIVITY PROBLEMS), PARTICIPANTS SHOULD INFORM THE ORGANIZERS IMMEDIATELY.

10. JUDGING CRITERIA:

- JUDGING CRITERIA FOR EACH ROUND WILL BE CLEARLY COMMUNICATED BEFORE THE START OF THE EVENT.
- DECISIONS MADE BY THE JUDGES ARE FINAL.

11. FAIR PLAY:

- ALL PARTICIPANTS ARE EXPECTED TO ENGAGE IN FAIR PLAY AND ETHICAL CODING PRACTICES.
- ANY ATTEMPT TO MANIPULATE RESULTS OR EXPLOIT LOOPHOLES IN THE RULES WILL LEAD TO DISQUALIFICATION.

12. DOCUMENTATION:

- PARTICIPANTS MAY BE REQUIRED TO DOCUMENT THEIR CODE OR PROVIDE EXPLANATIONS FOR THEIR SOLUTIONS.
- PROPER DOCUMENTATION MAY BE CONSIDERED DURING THE JUDGING PROCESS.

13. PRIZES AND RECOGNITION:

- DETAILS ABOUT PRIZES, CERTIFICATES, OR ANY OTHER RECOGNITION WILL BE COMMUNICATED AT THE BEGINNING OF THE EVENT.
- WINNER OF THIS EVENT WILL BE CHOSEN FROM OVERALL PERFORMANCE FROM ALL ROUNDS.

14. EVENT MODIFICATIONS:

- EVENT ORGANIZERS RESERVE THE RIGHT TO MODIFY RULES, ROUNDS, OR ANY ASPECT OF THE EVENT IF DEEMED NECESSARY.

COORDINATOR:

PRANAY/POOJA - 9448892369

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST

EVENT CATEGORY

MECHANICAL



DETAILED EVENT RULES

ROBORACE CHRONICLES

RoboRace



PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT, WIRED OR WIRELESS, HAS TO TRAVERSE THROUGH A TRACK FULL OF TURNS AND OBSTACLES IN THE MINIMUM POSSIBLE TIME.

GAME PLAY:

- THE ROBOT WILL BE PLACED AT THE START LINE. THE ROBOT STARTS WHEN THE TIMER STARTS.
- THE ROBOT SHOULD REMAIN ON TRACK, OTHERWISE IT HAS TO START FROM LAST CHECKPOINT CROSSED, THOUGH THE TIMER WILL NOT BE STOPPED.
- THERE ARE PENALTIES FOR EACH OBSTACLE SKIPPED. PENALTIES WILL BE ADDED TO THE TOTAL TIME.
- TIMER WILL STOP AS SOON AS THE ROBOT CROSSES THE FINISH LINE.
- SCORING AND PENALTIES RULES WILL BE ANNOUNCED ON THE DAY OF THE EVENT.

THE ROBOT:

- THE MACHINE CAN BE WIRED/WIRELESS.
- THE MACHINE MUST BE CONTROLLED MANUALLY.
- THE DIMENSION OF THE BOT SHOULD BE LESS THAN OR EQUAL TO 300MM X 250MM X 300MM (L X B X H), FAILING WHICH THE TEAM WILL BE DISQUALIFIED FROM THE COMPETITION.
- THE TOTAL WEIGHT OF THE BOT SHOULD NOT EXCEED 5KGS.
- THE MACHINE MUST NOT BE MADE FROM LEGO PARTS, OR ANY READY-MADE ASSEMBLY KITS, AND IT MUST BE POWERED ELECTRICAL BY, USE OF IC ENGINE IS NOT ALLOWED.

ROBORACE CHRONICLES

- THE ROBOT CAN BE POWERED BY A POWER SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- POTENTIAL BETWEEN ANY TWO POINTS ON THE ROBOT SHOULD NOT EXCEED 12 V.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION IF BOT IS NOT READY OR STOPS IN BETWEEN THE RACE.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH AND THE WIRE SHOULD REMAIN SLACK DURING THE COMPLETE RACE.

RACE TRACK:

- THERE WILL BE ONLY ONE START AND ONE FINISH LINE. THE TRACK SURFACE AND COURSE LINE MAY HAVE UNEVENNESS.
- THERE WILL BE CERTAIN OBSTACLES IN THE RACETRACK, WHICH WILL TRY TO SLOW DOWN THE ROBOT.
- TRACK MAY CONSIST OF STEEP RAMPS, BRIDGES, SPEED BREAKERS, MARBLE PIT, SLIPPERY PATH, ROTATING DISC, CURVE RAMP DOWN, SEESAW ETC.

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- ONE TEAM MEMBER IS ELECTED AS THE ROBOT HANDLER. ONLY THAT TEAM MEMBER IS PERMITTED TO CONTROL THE ROBOT DURING THE GAME.
- ALL OTHER TEAM MEMBERS MUST REMAIN OUTSIDE THE GAME ZONE.
- PARTICIPANTS WHO MISBEHAVE MAY BE ASKED TO LEAVE THE COMPETITION AREA AND RISK BEING DISQUALIFIED FROM THE CONTEST.
- ROBOTS OR PARTICIPANTS THAT CAUSE DELIBERATE INTERFERENCE WITH OTHER ROBOTS OR DAMAGE TO THE ARENA WILL BE DISQUALIFIED.
- ALL DECISIONS ABOUT SCORING, GAME PLAY & TIMING, AND PARTICIPATION, MADE BY
- THE ORGANIZING COMMITTEE ARE FINAL.
- TEAMS SHOULD COMPLETELY RESPECT THEIR VOTE AND DECISIONS.

"AT ANY POINT , THE JUDGES' DECISION IS THE FINAL DECISION"

COORDINATORS:
?????

CYBERKICK ARENA

RoboSoccer



PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT WIRED OR WIRELESS HAS TO PUSH THE BALL IN THE OPPOSITE TEAM'S GOAL POST AND ALSO IT HAS TO PREVENT THE OPPOSITE TEAM FROM PUSHING THE BALL IN THEIR OWN GOAL POST.

GAMEPLAY

- EACH TEAM WILL HAVE ONE BOT AND CAN COMprise A MAXIMUM OF 4 MEMBERS.
- NO WEAPONS ALLOWED (LIKE EXTERNAL GEARS CUTTERS ETC.).
- NO CARRYING OR LIFTING THE BALL USING ARMS OR ANY OTHER MEANS, AND NO SHIELDING OR COVERING THE BALL IN ANY WAY.
- NO RAMMING PURPOSELY, YELLOW CARD FOR RAMMING ONCE OR TWICE, DISQUALIFICATION FOR RAMMING THE THIRD TIME. PLAY FAIR.
- PLEASE SHIELD THE TIRES TO AVOID THE BALL GETTING STUCK IN THE SAME.
- THE COMPETITION SHALL CONSIST OF 2 ROUNDS.
- EACH ROUND WILL CONSIST OF 2 HALVES EACH OF 3 MINS AND THE TEAM SCORING THE MOST NUMBER OF GOALS WILL BE DECLARED THE WINNER.
- IN CASE OF A TIE, THERE WILL BE AN EXTENDED MATCH WHEREIN A 2 MINS ADD ON PLAY WILL BE HELD AND THE TEAM THAT SCORES FIRST WINS.
- IF THERE IS STILL A DRAW, THEN THE COORDINATORS WILL KEEP EACH TEAM'S BOT AND BALL IN DIFFERENT LOCATIONS OF THE ARENA FROM WHERE THEY WILL HAVE TO FIGURE OUT A WAY TO SCORE A GOAL. THE BOT CAN ONLY TOUCH THE BALL ONCE(3 SETS EACH FOR BOTH TEAMS).
- IN CASE THE BOT BREAKS, THEN A MAXIMUM OF 5 MINUTES WILL BE GIVEN FOR REPAIRS. FAILING TO REPAIR THE BOT WITHIN THE TIME LIMIT WILL LEAD TO DISQUALIFICATION OF ROBOT

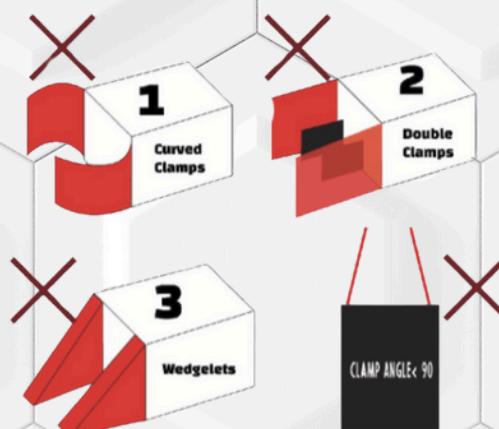
COORDINATORS:
?????

CYBERKICK ARENA

THE ROBOT:

- THE Owing SIZE LIMITATIONS APPLY FOR EACH ROBOT, INCLUDING THE CLAMPS THE BOT HAS:
- WIDTH - 300MM MAX
- LENGTH - 300MM MAX
- HEIGHT - 300MM MAX
- THE ROBOT CANNOT HAVE A POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.
- THE EXTERNAL DEVICE, WHICH IS USED TO CONTROL THE MACHINE, IS NOT INCLUDED IN THE SIZE CONSTRAINT. THE MACHINE CAN BE WIRED/WIRELESS.
- THE MACHINE MUST NOT BE MADE FROM LEGO PARTS, OR ANY READY-MADE ASSEMBLY KITS.
- PARTICIPANTS ARE NOT ALLOWED TO USE ANY KICK MECHANISM.
- CLAMP WIDTH AT THE BASE MUST BE MINIMUM 15 CM, WITH MINIMUM DEPTH OF ABOUT 6 CM. CLAMP SHOULD BE STATIONARY I.E. WITHOUT ANY MOVING PARTS AND CAN BE OF ANY SHAPE WITH AN ANGLE OF NOT LESS THAN 90°.

NOT ALLOWED



ALLOWED



COORDINATORS:

?????

minimum distance between the arms at base
should be atleast 15cm and clamp angle can be
atleast 90 or more

CYBERKICK ARENA

- THE ROBOT CAN BE POWERED BY A SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION, IF BOT IS NOT READY OR STOPS IN BETWEEN THE MATCH.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH TO COVER THE WHOLE ARENA AND WIRE SHOULD REMAIN SLACK DURING THE COMPLETE GAME.
- MINIMUM LENGTH OF THE WIRE PERMITTED IS 2M. ARENA
- THE ARENA DIMENSIONS ARE 8 FEET IN LENGTH AND 6 FEET IN WIDTH. THE ARENA HAS A 20 CM WIDE GOAL POST ON EITHER SIDE.
- THE ARENA IS BOUNDED FROM ALL SIDES.

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- ONE TEAM MEMBER IS ELECTED AS THE ROBOT HANDLER. ONLY THAT TEAM MEMBER IS PERMITTED TO CONTROL THE ROBOT DURING THE GAME.
- ALL OTHER TEAM MEMBERS MUST REMAIN OUTSIDE THE GAME ZONE.
- THE MATCHES WILL BE HELD IN KNOCK-OUT FORMAT.
- PARTICIPANTS WHO MISBEHAVE MAY BE ASKED TO LEAVE THE COMPETITION AREA AND RISK BEING DISQUALIFIED FROM THE CONTEST.
- ROBOTS OR PARTICIPANTS THAT CAUSE DELIBERATE INTERFERENCE WITH OTHER ROBOTS OR DAMAGE TO THE ARENA WILL BE DISQUALIFIED.
- ALL DECISIONS ABOUT SCORING, GAME PLAY & TIMING, AND PARTICIPATION, MADE BY THE ORGANIZING COMMITTEE ARE FINAL.
- TEAMS SHOULD COMPLETELY RESPECT THEIR VOTE AND DECISIONS.

"AT ANY POINT JUDGES DECISION IS THE FINAL DECISION"

COORDINATORS:
?????

MECHAMAYHEM

Robowar

PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT WIRED OR WIRELESS HAS TO PUSH THE OPPONENT'S ROBOT OUT OF THE DESIGNATED ARENA & ALSO IT HAS TO DEFEND ITSELF FROM GETTING PUSHED OUT BY THE OPPONITION.



ROBOT:

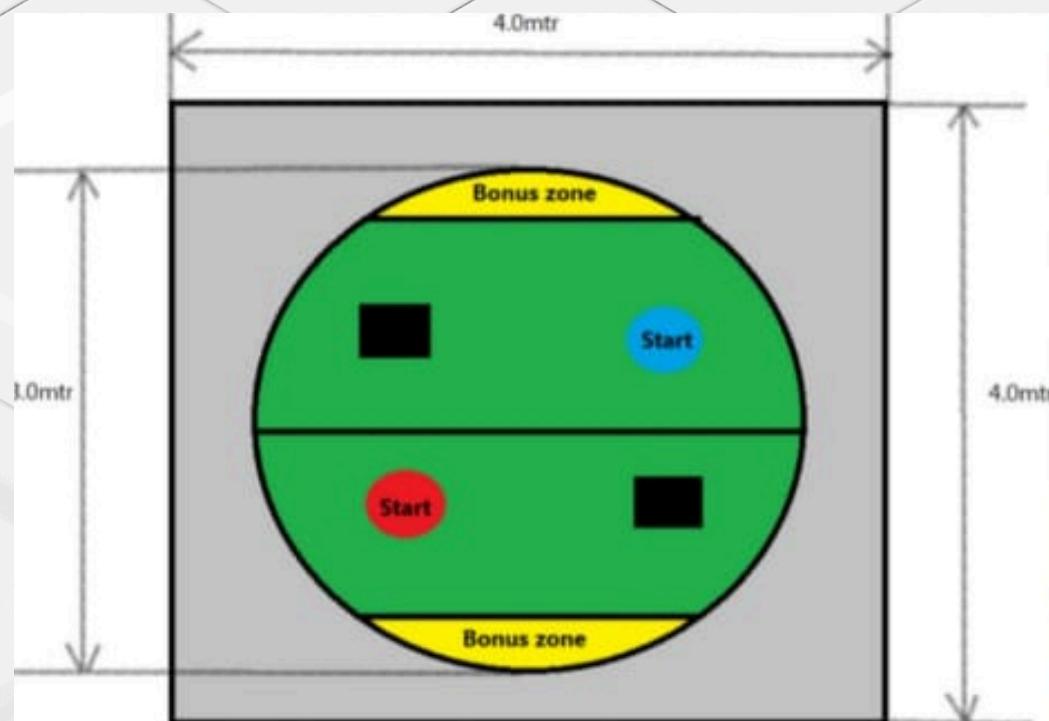
- THE DIMENSIONS OF THE ROBOT USED FOR ROBOWAR SHOULD BE NOT MORE THAN 400MMX400MM (LENGTH X BREADTH).
- THE MAXIMUM PERMISSIBLE WEIGHT FOR THE ROBOT IS 10 KG (NO TOLERANCE ALLOWED).
- THE ROBOT SHOULD NOT BE SPLIT INTENTIONALLY INTO COMPONENTS OR PARTS DURING THE MATCH.
- NEGATIVE CLEARANCE WILL NOT BE ALLOWED.
- THE EXTERNAL DEVICE, WHICH IS USED TO CONTROL THE MACHINE, IS NOT INCLUDED IN THE SIZE CONSTRAINT. THE MACHINE CAN BE WIRED/WIRELESS.
- THE ROBOT CAN BE POWERED BY A SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION, IF BOT IS NOT READY OR STOPS IN BETWEEN THE MATCH.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH TO COVER THE WHOLE ARENA AND WIRE SHOULD REMAIN SLACK DURING THE COMPLETE GAME.
- MINIMUM LENGTH OF THE WIRE PERMITTED IS 4M.

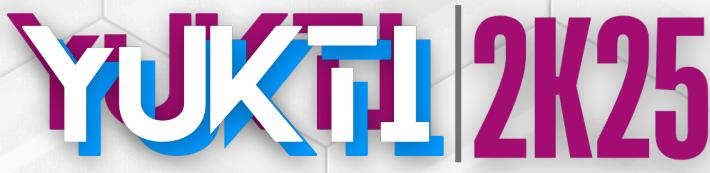
MECHAMAYHEM

GAME PLAY:

- EACH MATCH CONSISTS OF TWO ROUNDS.
- EACH ROUND WILL CONTAIN 3 RAIDS OF EACH TEAM AND EACH RAID WILL BE OF 30 SECONDS. THERE WILL BE TWO TEAMS, THE RED TEAM AND BLUE TEAM.
- A TOSS WILL DECIDE THE SIDE OF THE ARENA WHICH THE WINNING TEAM WANTS.
- IF THERE IS ENTANGLING OF WIRES THEN THE GAME IS PAUSED AND THE GAME WILL START FROM THE SAME LOCATIONS OF THE BOTS.
- TECHNICAL BREAK CAN BE USED BY BOTH THE TEAMS WHICH LASTS FOR 40 SECONDS AND CAN BE USED ONLY ONCE PER GAME (INCLUDING TIE BREAKER ROUND)
- TIME BETWEEN EACH ROUND IS 1 MINUTE. HAND TOUCHING DURING THE GAME TO AVOID THE BOT FROM FALLING OUTSIDE THE ARENA WILL LEAD TO THE BOT BEING CONSIDERED AS FALLEN AND NECESSARY POINTS WILL BE GIVEN TO THE OPPOSITE TEAM.
- FINAL DECISION IN CASE OF SOME AMBIGUITY WILL BE IN THE HANDS OF THE JUDGE.

ARENA LAYOUT





A NATIONAL TECHNO CULTURAL FEST

MECHAMAYHEM

- THE SQUARE MARKED BLACK IS THE DROP ZONE AND ITS SIZE IS 300X300MM (LENGTH X BREADTH)
- THE TWO TEAMS WILL START FROM THE CIRCLES MARKED RED AND BLUE
- THE DIAMETER OF THE TOTAL CIRCULAR PLAY AREA IS 3MTRS.

PATHTRACER CHALLENGE

Line Follower



PROBLEM STATEMENT

- AN AUTONOMOUS ROBOT HAS TO FOLLOW BLACK LINES ON A WHITE BACKGROUND OR WHITE LINES ON BLACK BACKGROUND AND REACH FROM STARTING LINE TO FINISHING LINE AS SOON AS POSSIBLE.
- THE ROBOT MUST BE ABLE TO DETECT A PARTICULAR LINE AND KEEP OWNING IT.
- OPEN TO ALL.

GAMEPLAY:

- ROBOTS WILL BE PLACED AT THE STARTING POINT AND TIME WILL BE RECORDED UNTIL IT REACHES THE FINISH LINE.
- EACH TEAM WILL BE GIVEN TWO TRIALS IN EACH ROUND. A ROBOT MUST RESTART IF:
 - A. THE ROBOT DOES NOT START AFTER PRESSING THE START BUTTON FOR 1 MINUTE.
 - B. A HUMAN TOUCHES THE ROBOT.
 - C. THE ROBOT MOVES OFF THE FIELD.
 - D. THE REFEREE ORDERS A RESTART.
- TIME LIMITS, SCORING AND PENALTIES RULES WILL BE ANNOUNCED ON THE DAY OF THE EVENT.

LINE FOLLOWER

THE ROBOT:

- THE Owing SIZE LIMITATIONS APPLY FOR EACH ROBOT. THE ROBOT CANNOT HAVE POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.
- THE ROBOT MUST BE CONTROLLED AUTONOMOUSLY WITH NO HUMAN AID.
- THE OVERALL SPECIFICATIONS OF THE BOT MUST NOT EXCEED FOLLOWING (INCLUDING TOLERANCE):-
 - WIDTH - 280MM MAX.
 - LENGTH - 280MM MAX.
 - HEIGHT - 200MM MAX.
- THE WEIGHT OF THE ROBOT CAN BE MAX. 5KGS.
- THE ROBOT MUST BE STARTED MANUALLY WITH A START BUTTON.
- USE OF LEGO PARTS AND READY-MADE BOOTS IS NOT ALLOWED.
- THE ROBOT CAN BE POWERED BY A MAX 12V POWER SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD. PARTICIPANTS SHOULD KEEP SPARE BATTERIES OTHERWISE; IT MAY LEAD TO DISQUALIFICATION IF THE BOT IS NOT READY OR STOPS IN TRIAL.

THE TRACK:

- THE TRACK IS MADE UP OF WHITE COLOURED FLEX SHEET WITH BLACK COLOURED LINES ON IT OR WHITE LINES ON BLACK COLOURED FLEX SHEET.
- THERE WILL BE ONE START POINT AND ONE FINISH POINT IN THE ENTIRE ARENA.
- THE THICKNESS OF THE LINES WILL BE 30MM.
- THE COURSE LINE MAY HAVE ACUTE, OBTUSE AND RIGHT ANGLES, CURVES.
- THE COURSE LINE MAY ALSO HAVE DISCONTINUITIES AT VARIOUS POINTS.
- THE TRACK WILL BE RELEASED ON THE DAY OF THE EVENT ON THE SPOT.

LINE FOLLOWER

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- THE COMPETITION WILL BE OF 2 ROUNDS. ROUND 1 SHALL BE A QUALIFIER ROUND AND ROUND 2 SHALL BE THE FINAL ROUND.
- IN ROUND 1, EACH TEAM WILL GIVE 2 TIME TRIALS. LEAST TIME AND WITH BEST OUT OF 2 GIVEN TRAILS WILL BE JUDGED UPON.
- FOR THE 1ST TRIAL A TEST RUN OF 3 MINS WILL BE GIVEN AFTER WHICH, IMMEDIATELY 1ST TIME TRIAL WILL FOLLOW
- TEAMS CAN GIVE THE 2ND AND FINAL TRIAL OF THE FIRST ROUND IMMEDIATELY AFTER THE 1ST TRIAL OR LATER IN THE COMPETITION. THERE WONT BE ANY TEST RUN FOR THE 2ND TRIAL.
- THE BOT MUST COVER THE ENTIRE TRACK WITHIN 4 MINUTES TO QUALIFY FOR THE FINAL ROUND. ANY SHORTCUT PATHS AND DEVIATION FROM THE MAIN LINE WILL LEAD TO PLACING OF THE BOT BACK TO THE NEAREST CHECK POINT. THE COORDINATOR'S DECISION WILL BE COUNTED AS THE FINAL.
- IN CASE IF NO BOT IS ABLE TO COMPLETE THE TRACK IN GIVEN TIME, BOT COVERING MAXIMUM CHECKPOINT IN MINIMUM TIME WILL BE SHORTLISTED FOR THE FINAL ROUND.
- THE LINE FOLLOWER BOT MUST BE FULLY SELF-CONTAINED AND MUST NOT BE EXTERNALLY OPERATED BY WIRE OR REMOTE RADIO CONTROL DURING THE COURSE OF THE RACE.
- BEFORE COMMENCEMENT OF THE ACTUAL RACING, THE TEAMS WILL BE ALLOWED TO TEST THEIR BOTS ON THE TRACK BUT ONLY FOR LIMITED PERIOD OF TIME AS DECIDED BY THE COORDINATORS.
- ONCE THE BOT IS PLACED ON THE TRACK, A MAXIMUM OF 8 TOUCHES WILL BE ALLOWED TO RESET THE BOT ON THE RIGHT TRACK AND A PENALTY OF 5 SEC PER TOUCH SHALL BE ADDED TO THE TOTAL TIME.
- WINNER SHALL BE THE GROUP WHICH FINISHES THE TRACK IN THE SHORTEST TIME. IN CASE NO TEAM MANAGES TO FINISH THE TRACK, THEN THE PRIZE SHALL BE GIVEN TO THE TEAM WHO COMPLETES MOST PART OF THE TRACK IN SHORTEST TIME AND WITH MINIMUM TOUCHES.

"AT ANY POINT JUDGES DECISION IS THE FINAL DECISION"

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST

EVENT CATEGORY

VIRTUARENA GAMING



CYBERCONQUEST

Quiz

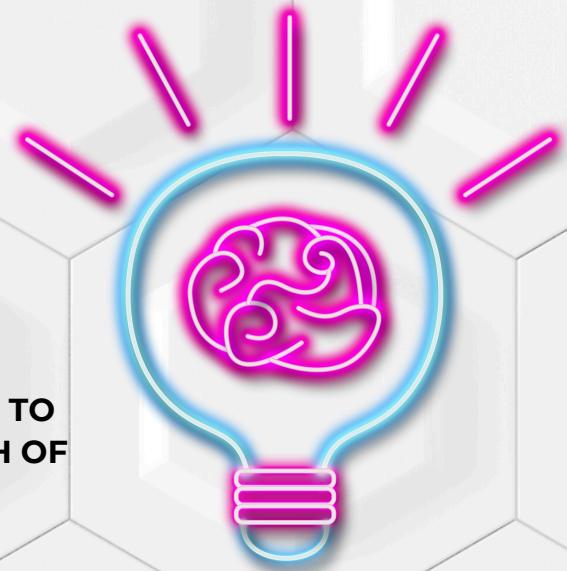
THE YUKTI 2024 QUIZ WILL BE ONE ON GENERAL KNOWLEDGE WITH A GENEROUS SAMPLING OF QUESTIONS ON SCIENCE AND TECHNOLOGY IN WHICH THE PARTICIPANTS GET TO TEST THEIR QUIZZING APTITUDE AND THE DEPTH OF THEIR GENERAL KNOWLEDGE.

ROUNDS:

- A WRITTEN ELIMINATION ROUND, FROM WHICH SELECT TEAMS FROM EACH OF THE CATEGORIES WILL BE SELECTED FOR THE QUIZ.
- THE FINAL QUIZ, CONSISTING OF SEVERAL ROUNDS.

RULES:

- THERE MUST BE THREE MEMBERS IN EACH TEAM.
- THE DECISION OF THE QUIZ MASTER IN ALL REGARDS WILL BE FINAL.



BREAK THE LABYRINTH Escape Room

LOCKED IN A THEMED ROOM, THE CLOCK BEGINS TO TICK. CAN YOU CRACK THE CODES, SOLVE INTRICATE PUZZLES, AND UNRAVEL THE ROOM'S HIDDEN MYSTERIES BEFORE TIME RUNS OUT? TEAMWORK, CREATIVITY, AND KEEN OBSERVATION ARE YOUR KEYS TO ESCAPE. REMEMBER, THIS IS NO ORDINARY ROOM; IT'S A CAPTIVATING PUZZLE BOX WAITING TO BE UNLOCKED. SO, SHARPEN YOUR MINDS, UNLEASH YOUR INNER DETECTIVE, AND LEAVE NO STONE UNTURNED. WILL YOU CONQUER THE CHALLENGE AND EMERGE VICTORIOUS? THE ESCAPE ROOM AWAITS... ARE YOU READY?



HERE ARE THE RULES TO GUIDE YOU ON YOUR QUEST:

- TEAM SIZE: 4 BOLD ADVENTURERS READY TO FACE THE UNKNOWN.
- TIME LIMIT: 15 MINUTES TO ESCAPE, WITH A 3-MINUTE GRACE PERIOD. 🕒
- LEAVE YOUR GADGETS BEHIND: MOBILE PHONES, CAMERAS, AND OTHER EXTERNAL DEVICES ARE PROHIBITED. THE ANSWERS LIE WITHIN!
- TREAT THE ROOM WITH RESPECT: HANDLE FURNITURE, WALLS, AND PROPS GENTLY. REMEMBER, YOU'RE HERE TO SOLVE PUZZLES, NOT CAUSE DAMAGE. 🙌
- SAFETY FIRST: DON'T TAMPER WITH SECURITY OR ELECTRICAL SYSTEMS. LET THE EXPERTS HANDLE THOSE! ⚡
- FOLLOW THE INSTRUCTIONS: LISTEN CAREFULLY TO THE PRE-GAME BRIEFING AND ADHERE TO ALL GUIDELINES. DISOBEDIENCE WILL LEAD TO DISQUALIFICATION.
- SPEED AND SKILL ARE KEY: THE TEAM THAT EMERGES VICTORIOUS IS THE ONE THAT ESCAPES IN THE SHORTEST TIME. TIME IS OF THE ESSENCE, SO PUT YOUR PROBLEM-SOLVING SKILLS TO THE TEST!

PIXEL-PLAY ZONE

GameZone

GAMES:

- BGMI(MOBILE)
- CS 1.6
- MORTAL KOMBAT 11 (FINAL)



REQUIREMENTS:

- LAPTOPS WITH ALL ACCESSORIES(8GB RAM , 2GB GPU ,INTEL I5 /RYZEN 5000 OR MORE , DRIVERS MUST BE UPTO DATE) .
- SMARTPHONE(MUST SUPPORT BGMI) WITH HEADPHONES .

NOTE:

- IT WILL BE AN INDIVIDUAL EVENT
- ENTRY FEE WILL BE CHARGED PER PERSON.
- NUMBER OF PARTICIPANTS – 04

RULES AND REGULATIONS:

- PLAYERS MUST CONDUCT THEMSELVES IN A REASONABLE MANNER, MAINTAINING AN APPROPRIATE DEMEANOR TO SPECTATORS, TOURNAMENT ADMINISTRATORS, AND TO OTHER.
- ANY PLAYER/TEAM WHO ATTEMPTS TO DISRUPT MATCHES WITH VERBAL OR PHYSICAL ABUSE TO THE TOURNAMENT REFEREE/ADMIN OR OPPONENT WILL BE DISQUALIFIED FROM THE TOURNAMENT AND MAY BE REMOVED FROM THE VENUE.
- PLAYERS MUST BRING THEIR OWN LAPTOPS AND ACCESSORIES AS MENTIONED ,OTHERWISE THEY WILL NOT BE REGISTERED.
- CHEATING ,HACKING ,GAMBLING, INCLUDING BETTING ON THE OUTCOME OF GAMES, IS PROHIBITED.
- THE ORGANIZER WILL NOT BE RESPONSIBLE FOR ANY DAMAGE, LOSS OR INJURY CAUSED FROM PARTICIPATION IN THIS TOURNAMENT.



A NATIONAL TECHNO CULTURAL FEST

PIXEL-PLAY ZONE

- ANY PLAYER/TEAM WHO DELIBERATELY ATTEMPTS TO SABOTAGE OR DAMAGE THE EQUIPMENT TO RESTART MATCHES WILL BE BANNED FROM THE TOURNAMENT, EFFECTIVE IMMEDIATELY
- RULES OF AFOREMENTIONED GAMES WILL BE ANNOUNCED BEFORE STARTING OF THE ROUND ITSELF
- WINNER OF THIS EVENT WILL BE CHOSEN FROM OVERALL PERFORMANCE FROM ALL ROUNDS
- ONCE TEAM IS REGISTERED, NO REFUND WILL BE INITIATED.
- THE PARTICIPANTS OF THE TEAM MUST BE FROM THE SAME COLLEGE
- ALL PLAYERS MUST FOLLOW THE TOURNAMENT ORGANIZER'S DIRECTIONS. ALL DECISIONS AND RULINGS OF THE TOURNAMENT ORGANIZER ARE FINAL AND BINDING. BY PARTICIPATING, PLAYERS/TEAMS ARE AGREEING TO THE RULES OF THE TOURNAMENT.

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST

EVENT CATEGORY

ART



DIGITAL VISIONS

Face-painting

GENERAL RULES:

- TEAM SIZE: TWO (2) PARTICIPANTS PER TEAM.
- MATERIALS: ALL REQUIRED MATERIALS MUST BE PURCHASED BY THE PARTICIPANTS.
- MEDIUM: ANY MEDIUM IS PERMITTED, INCLUDING POSTER PAINTS, ACRYLIC PAINTS, COSMETICS, AND MORE.
- TOPIC: THE COMPETITION THEME WILL BE PROVIDED ON THE SPOT.



JUDGING CRITERIA:

SUBMISSIONS WILL BE JUDGED BASED ON THE FOLLOWING CRITERIA:

- CREATIVITY: ORIGINALITY AND INGENUITY IN CONCEPT AND EXECUTION.
- THEME: EFFECTIVE INTERPRETATION AND UTILIZATION OF THE COMPETITION THEME.
- EXECUTION: SKILLFUL APPLICATION OF CHOSEN MEDIUM AND TECHNICAL MASTERY.

PLEASE NOTE:

- PARTICIPANTS ARE RESPONSIBLE FOR ENSURING THEIR MATERIALS COMPLY WITH COMPETITION REGULATIONS AND SAFETY STANDARDS.
- COLLABORATIVE TEAMWORK AND COMMUNICATION ARE ENCOURAGED WITHIN TEAMS.
- SUBMISSIONS MUST BE ORIGINAL AND NOT COPIED FROM EXISTING WORKS.



NEON SPECTRUM CREATIONS

Rangoli

Rules:

- **PARTICIPATION: INDIVIDUAL PARTICIPATIONS.**
- **DURATION: 2 HOURS 30 MINUTES.**
- **PARTICIPANTS SHALL BRING THEIR OWN MATERIAL.**
- **THE PARTICIPANTS SHALL PREPARE A RANGOLI WITHIN THE SPACE PROVIDED BY THE ORGANIZERS, BY FREE HAND ONLY.**
- **ONLY ONE OF THE FOLLOWING MEDIUM SHALL BE USED - POSTER COLOURS, FLOWER PETALS.**
- **REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.**
- **DECISION OF THE PANEL OF JUDGES WILL BE FINAL**



Themes:

- **SAFEGUARD THE FUTURE: PROTECTING THE GIRL CHILD IN A HIGH-TECH WORLD**
- **EMPOWERING WOMEN FOR A NEW ERA: INNOVATIONS IN LEADERSHIP AND EQUALITY**
- **COMBATING TRAFFICKING: ADVANCED TECHNOLOGIES FOR A SAFER TOMORROW**
- **REVOLUTIONIZING CHILD EDUCATION: LEARNING IN A DIGITAL UNIVERSE**

COORDINATOR:

MAMATESHWARI - 96068 91024
RAKSHITA - 7676349489

YUKTI 2K25

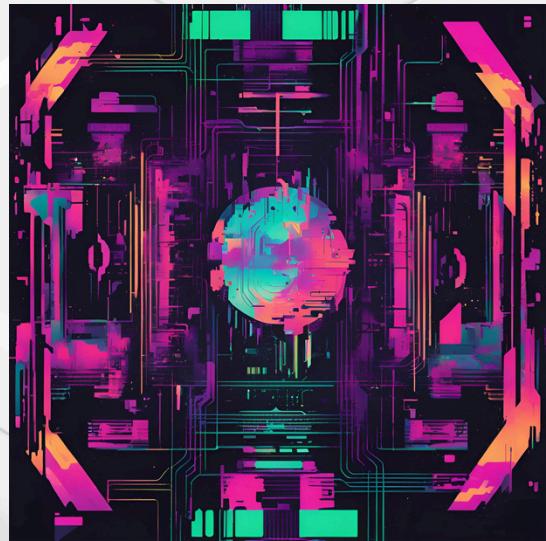
A NATIONAL TECHNO CULTURAL FEST

VISIONARY MINDS

Logo Design

Rules:

- **PARTICIPATION: INDIVIDUAL PARTICIPATIONS.**
- **DURATION: 2 HOURS 30 MINUTES.**
- **PARTICIPANTS SHALL BRING THEIR OWN MATERIAL.**
- **?????**



Themes:

- **?????**

COORDINATOR:

????

DESIGN EVOLUTION

Raw to Beautification

COMPETITION GUIDELINES:

- TEAM SIZE: ONE (1) PARTICIPANT PER TEAM.
- CANVAS: PROVIDED BY THE ORGANIZERS.
- TOPIC: PROVIDED ON THE SPOT.



JUDGING CRITERIA:

- USE OF THEME AND FINAL EXECUTION: HOW EFFECTIVELY THE TEAM INTERPRETS AND UTILIZES THE COMPETITION THEME, AND THE QUALITY OF THE FINAL PRODUCT.
- USE OF COLORS: HOW CREATIVELY AND EFFECTIVELY THE TEAM USES COLORS IN THEIR PAINTING.

ADDITIONAL INFORMATION:

- ALL PARTICIPANTS ARE REQUIRED TO BRING THEIR OWN PAINTING SUPPLIES.
- ANY MEDIUM IS PERMITTED, INCLUDING ACRYLIC PAINTS, OIL PAINTS, AND WATERCOLORS.
- TEAMS WILL HAVE TWO (2) HOURS TO COMPLETE THEIR PAINTINGS.
- A PANEL OF JUDGES WILL SELECT THE WINNING TEAM BASED ON THE CRITERIA LISTED ABOVE.

PATUSTHIR: A SMART AND SUSTAINABLE TOWN PLANNING COMPETITION

[TOWN PLANNING]



Rules for Town Planning Competition:

- TEAM SIZE: MIN 2 MEMBERS; MAX 4 MEMBERS
- AREA FOR TOWN PLANNING WILL BE PROVIDED DURING REGISTRATIONS FOR THE EVENT.
- PLANNING SHOULD COVER ASPECTS SUCH AS SUSTAINABILITY, ECO-FRIENDLINESS ECONOMICAL FEASIBILITY, ETC...
- THE PREMISES OF THE PLANNING MUST BE INSTITUTIONAL, COMMERCIAL, INDUSTRIAL, RESIDENTIAL, RECREATIONAL, ETC.
- CREATIVE AND INNOVATIVE PLANNING ASPECTS LIKE WALK-THROUGHS AND RENDERING ARE HIGHLY ENCOURAGED.
- THE PLANNING SHOULD BE PRESENTED IN A DIGITAL 2D OR 3D FORMAT, AS WELL AS PHYSICAL FORM [HANDMADE OR PRINTED].
- THE PARTICIPANTS MAY BRING ALONG ANY ELECTRIC OR ELECTRONIC ACCESSORIES, AS REQUIRED FOR THE PRESENTATION FO THE MODEL.
- THE PLANNED MODEL SHOULD BE PREPARED BEFORE HAND AND BROUGHT TO THE COMPETITION
- DETAILED PRESENTATION OF THE MODEL HAS TO BE GIVEN DURING THE COMPETITION
- NO ARGUMENTS WILL BE ENTERTAINED WITH THE ORGANIZERS
- JUDGES DECISION WILL BE FINAL REGARDING ANNOUNCEMENT OF WINNERS

COORDINATOR:

BASAVARAJ - 9945559681

YASHAWANTA - 7337603629

PAPER PRESENTATION



GENERAL RULES :

- TEAM SIZE: TEAMS OF 2 MEMBERS EACH OR INDIVIDUALLY
- TOPICS AND THEIR NECESSARY SETUPS NEED TO BE PREPARED BEFORE THE EVENT STARTS, AND BE SENT ACCORDINGLY TO THE ORGANIZERS FOR EACH STREAM
- ESSENTIALS FOR PRESENTATION WILL BE PROVIDED BY THE ORGANIZERS.
- PRESENTATION SHOULD BE COMPLETED WITHIN THE TIME LIMIT SET BY THE ORGANIZERS
- PARTICIPANT CAN BE A INDIVIDUAL OR A 2 MEMBER TEAM

COORDINATORS:

- TRACK 1 [MANAGEMENT] - SHIVRAJ [6361347619]
- TRACK 2 [CIVIL] - ROHIT [6362203137]
- TRACK 3 [COMPUTER SCIENCE] - DISHA S [7676771181]
- TRACK 4 [ELECTRONICS AND COMMUNICATIONS] - SUBHASH [6361229371]
- TRACK 5 [MECHANICAL] - RAKSHIT [7975759649]

FLASH FRAME: EXPRESS YOURSELF IN A FLASH [SPOT POSTER PRESENTATION]



GENERAL RULES :

- TEAM SIZE: TEAMS OF 2 MEMBERS EACH OR INDIVIDUALLY
- TOPICS WILL BE PROVIDED BY THE ORGANIZERS JUST PRIOR TO THE BEGINNING OF THE EVENT
- ESSENTIALS FOR PRESENTATION WILL BE PROVIDED BY THE ORGANIZERS.
- PRESENTATION SHOULD BE COMPLETED WITHIN THE TIME LIMIT SET BY THE ORGANIZERS
- PARTICIPANT CAN BE A INDIVIDUAL OR A 2 MEMBER TEAM

CODE OF CONDUCT

- THE ORGANIZING COMMITTEE'S DECISION IS FINAL.
- BAGGAGE CHECK AT THE MAIN GATE IS MANDATORY FOR ALL PARTICIPANTS.
- ANY ITEM DEEMED UNSAFE BY SECURITY WILL BE PROHIBITED INSIDE THE CAMPUS.
- CONSUMPTION OF ANY FORM OF INTOXICANT IS STRICTLY PROHIBITED WITHIN THE CAMPUS PREMISES. ANYONE FOUND UNDER THE INFLUENCE OF SUCH SUBSTANCES WILL BE ESCORTED OUT OF THE CAMPUS.
- IT IS MANDATORY FOR THE PARTICIPANTS TO CARRY THE ID CARD ISSUED TO THEM BY THE FESTIVAL AUTHORITIES.
- CARRYING ANY FOOD MATERIAL TO THE AUDITORIUM IS STRICTLY PROHIBITED.
- DISPLAYING VIOLENCE AND UNRULY BEHAVIOUR WILL LEAD TO EXPULSION FROM THE FESTIVAL.
- PARTICIPANTS MUST MAINTAIN UNIVERSITY DECORUM.

**ALL RULES AND REGULATIONS ARE SUBJECT TO CHANGE
WITHOUT NOTICE**