QBOTIX (Pic 'N' Place)

This event will concentrate on bringing out the applicative skills of the student in creating the bot. The defending skills towards the task and problem solving in a period is majorly evaluated.

BENEFITS:

Knowledge in making the bot will be gained.

Problem solving skills will be improved.

Overall grip on designing and controlling the bot is known.

REQUIREMENTS:

The bot will be provided by us or the participant can bring the bot in support of active participation.

Concentration and speed with accuracy is required.

The event consists of 3 rounds.

EVENT FORMAT:

ROUND 1:

- Blocks of various colours are thrown on the given arena and the bot should pick the balls and place them at random holes.
- Points will be awarded for each block dropped into the hole in time. Candidates will be promoted to further rounds on the basis of their scores.
- CASE OF DISQUALIFICATION: The situation where same colour BLOCKS fall off the arena more than three times.

ROUND 2:

- The bots of the participants should pick the different blocks of various colours on the arena into holes of respective colours for the given time.
- Points will be awarded for each block dropped into the hole. Candidates will be promoted to further rounds on the basis of their scores.

- CASE OF DISQUALIFICATION: The situation where bot falls off the arena more than three times.

ROUND 3:

- The teams will be given cubes of their opponents.
- Particular single team has to go to their opponent's bots and get their cubes which will be placed back side of their opponent bot.
- Certain time will be fixed in which the cubes are to be collected.
- Marks will be awarded on the basis of defending other bots and bringing number of cubes in the given time.

No of participants or Team size: 1-3 members per team

JUDGING CRITERIA:

The team which perform the task in less time will be declared as winner.

The team which violate the rules will be deducted in the points they gained.

Judges decision will be final.

Total prize money: **2000/-**