



# BATTLEGROUND

## INTRODUCTION:

Passionate about bots, love soccer and it gives you goosebumps when watching someone scoring a goal? Or you just like to watch things get crushed from fierce competition?

The path to glory passes through the alley of destruction, lethal combats, violent bots, and flying blades and soccer strategies! Merge your technical know-how with the ferocious player in you!

Make your bot fight for the ultimate glory or land up in the junk yard!

So folks, fight smart, be innovative and play. Seriously, play because This WAR is not only about scoring a goal, but also staying ALIVE!!

## Problem Statement

Design a wired, manually controlled machine that is capable of knocking out the opponent and is able to score a goal and finally be able to score the maximum points.

## General Rules:

1. The bot can be wired or wireless.
2. The competition will be played on a knock-out basis and the winning will depend on the scoring of a basket.
3. The bot will be inspected for safety before the event begins. If found to be unsafe for the participants/spectators, it will be discarded.
4. The organizers reserve the right to change any or all of the rules as they deem fit. Changes in rules, if any, will be highlighted on the website.

## Weapon Systems:

Robots can have any kind of cutters, flippers, saws, hammers, lifting devices etc. as weapons, with the following exceptions:

**Liquid projectiles Acid based weapons EMPgenerators Explosives**

## The Event:

- 1)The event will be in 2 rounds.
- 2)The maximum duration of 1st round will be 7 minutes.
- 3)The 2nd round will be disclosed during events.
- 4) Either the bot has to basket the ball or destroy the opponent and kick the bot out of arena.

## Ball and Basket dimensions:

The diameter of the ball will be 5 centimeteres

### Round 1:

The length of the goalpost will be 30 centimeteres.

### Round 2:

To be disclosed.

## Scoring:

Scoring will be at the sole discretion of the organisers.

## Arena for Round 1:

