



# AQUA DRIFT

## PROBLEM STATEMENT:

Design a wired or wireless manually controlled robot that is capable of swimming through the track efficiently and also should have the capabilities to pick up the ball and put it in the basket.

## General Rules:

- The boat may be wired or wireless.
- Any unfair means opted may lead to disqualification.
- Damaging the arena will cost you the event.
- All types of damage are allowed in due course of fight except cutting off the power supply (wire).
- Competition will be played on a knockout basis and winning will depend on maximum scoring.
- A safety check shall be conducted ahead of the event and if found unfit; It may lead to disqualification.
- **The organisers reserves the right to change any or all of the rules as they deem fit.**

**Changes will be highlighted on the website.**

- Readymade kits, LEGO kits, car bases and development boards are not permitted.
- **In all cases, the decision of the judges and co-ordinators will be full and final.**

## Team Specification:

- Each team shall have a minimum of 3 members and a maximum of 5 members.
- Only three members per team shall be allowed inside the arena.

## BOT Specification:

- Size of the bot can be maximum of  $(30*30*30) = (l*b*h)$ .
- Weight of the bot can be a maximum of 5 kgs.
- The weight of the wireless bot will be counted as 0.75 times the actual weight.
- Length of the wire will be maximum of 5 meters.

## Battery and Power:

- Machine can be powered electrically only (that can be AC or DC).
- The power supply has to be on-board.
- 230 V AC power will be provided.
- In case of wireless bot, the battery should be placed on the bot.
- In case of wired bot, external battery can be used.
- The bot should have a type of container at the back of the bot or anywhere suitable to collect or pick up items.

## Weapon System:

- The robots can have any kinds of cutters, flippers, saw hammers, lifting devices etcetera as weapons, with the following exceptions-:

- ☐ Liquid Projectiles
- ☐ Acid based weapons
- ☐ EMP generators
- ☐ Any kind of flammable liquid
- ☐ Flame producing weapons

## Arena for 1st round :

