

# **JIGSAW**

***‘A wise leader doesn’t just follow but discover the path...’***

## **Problem Statement:**

To build an autonomously controlled bot capable of finding its way through a maze and arrive at the final destination.

## **General Rules:**

- A team can consist of maximum 4 members.
- The candidates may or may not be from different colleges.
- No person can be in two teams of the same event.
- The members must bring IDENTITY CARDS of the college.
- No person should be a member of two teams.
- No bot can be shared by two teams.
- Any kind of damage to the arena by the robot will lead to direct disqualification.
- Any act of misbehavior or misconduct will lead to immediate disqualification of the team.
- Damaging the path will lead to immediate disqualification.
- The decision of the coordinator's will be final and binding.

**\*\*The rules are subject to change.**

## **Event Rules:-**

- The arena will have white surface with black line of width 2.5cm (approx.)
- Bot dimension must not exceed 25cm\*25cm\*25cm (tolerance of 10% is accepted for each parameter).
- There will be a total of 2 rounds.
- In the 1st round the bot has to move from starting point to finish point in the minimum time.
- In the 2nd round, once the bot reaches the finish point it will be placed at the starting point again and the bot has to reach the finish point once more using the shortest path possible.
- During the traversal of the shortest path, the bot has to follow certain algorithm in order to reach the end. No kind of hard coding will be accepted. If found, it will lead to immediate disqualification.
- The bot has to stop at the finish point.
- The maximum time allotted to complete the task is 5 minutes in the prelims and 10 minutes in the finals.
- A team can have maximum of three reset & one restart in 1st round and five resets & three restart in 2nd round.
- If a team wants a restart, the bot will have to start from a predefined starting point with timer reset and a penalty.

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