



INNOVATION

2024

RULE BOOK

WORKSHOPS & HACKATHONS

- *Software Hackathon*
- *Bug Zappers Board Builders*
- *Datathon*
- *Gen AI Demystified*
- *Quantum Computing Workshop*

SOFTWARE HACKATHON



Team Size:
3-4 members



3, 4, 5 April

Registration Fee

- 200/- per Team
- Round 3 Shortlisted:
Additional 100/-

Coordinators

- Sejal Shirude: 7498641406
- Srushti Johari: 8805580800

Stages and Timelines

Round 1 : Online Quiz

The quiz for the Software Hackathon '24 will test participants' proficiency in Data Structures and Algorithms (DSA), Object-Oriented Programming (OOPs), Database Management Systems (DBMS), Operating Systems (OS), and aptitude. The top teams will advance to Round 2 of the competition.

Start Date: 23 Mar 24, 07:00 PM IST

End Date: 23 Mar 24, 07:25 PM IST

Round 2 : Online Coding Assessment

This assessment will consist of three coding questions categorized as easy, medium, and hard. Each team will have 2 hours to complete the assessment. Each team player must attempt the quiz, and the cumulative score of all participants will be considered. The top-performing teams will advance to Round 3.

Start Date: 26 Mar 24, 06:00 PM IST

End Date: 26 Mar 24, 08:00 PM IST

Round 3 : Offline Prototype Development

Teams will have the opportunity to choose a problem statement from a selection of five options for their prototype development. The event is scheduled to take place on the Cummins College campus over three days, from the 3rd to the 5th of April. A detailed schedule outlining the activities and timelines will be emailed to the shortlisted teams prior to the event.

Start Date: 03 Apr 24, 07:00 AM IST

End Date: 05 Apr 24, 04:00 PM IST

Guidelines:

- Participants must be enrolled in an engineering course
- Teams can consist of members from different courses within engineering
- Number of Rounds: 3
- Teams must bring their laptops
- Wi-Fi connectivity will be provided
- Details regarding the technology stack will be provided to teams at a later stage
- Participants must strictly follow the provided schedule and guidelines
- Any form of cheating, including hacking will result in disqualification
- Judges' decisions will be final

[REGISTER HERE](#)

Bug Zappers Board Builders



Team Size:
3-4 members



4 April, 7 am

Registration Fee

- 100/- per Team
- Round 2 Shortlisted:
Additional 200/-

Coordinators

Anushka Patil : 7447551265

Pranita Bhadange: 7499630200

Stages and Timelines

Round 1: MCQ round

This will be a pre-Hackathon screening phase. Round 1 will consist of multiple choice questions on electronics. After round 1, top 20 teams will be selected for round 2.

Start Date: 04 Apr 24, 07:00 AM IST

End Date: 04 Apr 24, 08:00 AM IST

Round 2: Project building

In this round, the top 20 teams will be participating. Problem statements will be revealed to participants and they will have to simulate and start build a working prototype for the given problem. Teams will be evaluated on the basis of circuit design, presentation and live demo.

Start Date: 04 Apr 24, 08:30 AM IST

End Date: 04 Apr 24, 08:00 PM IST

All that you need to know about Bug Zappers Board Builders:

In this event, the problem statement will consist of a real-life application given to the participants, who have to simulate and implement the solution within 13 hours. This event will provide all participants with a great opportunity and hands-on experience to all the participants.

Guidelines:

- Eligibility: This event is open to engineering students of all branches
- The generalized problem statement will be provided
- Duration of event: 13 hours
- If the team gets selected for round 2, they need to Compulsorily pay Rs 200/-

Rules:

- The team must consist of 3-4 members.
- Students must bring Solder iron, cutter, stripper, metal by their own
- Wi-fi connectivity will be provided during the hackathon.
- Mentorship will be provided throughout the event.
- Teams are expected to come up with new and innovative ideas.
- Every piece of system design and code will be checked for plagiarism.
- Any form of cheating or misconduct will result in disqualification.
- Safety guidelines - Handle components with care.

REGISTER HERE!

Datathon



Team Size:
3-4 members



4-5 April

Registration Fee

- 200/- per Team

Coordinators

Shreya Watwe : 8888880300

Rasika Devenhalli : 7588063912

Stages and Timelines

Round 1 (Elimination Round):

- An online MCQ quiz will be conducted. Teams will be asked questions on topics related to data science, machine learning, and artificial intelligence.
- Every team leader from the team has to take the test and the team score will be considered.
- The platform for conducting the quiz will be Unstop.

Start Date: 30 Mar 24, 12:00 AM IST

End Date: 30 Mar 24, 11:59 PM IST

Round 2 - Offline Project Building Round

- The top 25 teams shortlisted on the basis of round 1, will proceed to the second round.
- Every team will be given a problem statement. Teams will be granted exclusive access to curated datasets related to the problem statements.
- The data provided will mirror the complexity of real-world challenges.
- Participants are encouraged to leverage state-of-the-art AI, ML, and Data Science tools provided by event partners. The toolbox includes advanced algorithms, frameworks, and resources to shape innovative solutions.
- The end result of this round will be the submission of projects and a ppt explaining the project before the expected deadline.
- Results will be declared on the same day

Start Date: 04 Apr 24, 7:00 AM IST

End Date: 04 Apr 24, 7:00 PM IST

Round 3 - Presentation

- The top 10 teams shortlisted for the final round will be required to present their solutions to a panel of esteemed judges from leading companies in the AI, ML, and Data Science sectors.
- Evaluation criteria include creativity, technical proficiency, and the practicality of solutions

Start Date: 05 Apr 24, 07:00 AM IST

End Date: 05 Apr 24, 12:00 PM IST

Rules:

- Rounds 2 and 3 offline, mandatory participant presence
- Bring own devices, chargers, and necessary materials
- Submit presentation materials in advance
- Encourage team collaboration
- Maintain consistent team members
- No plagiarism or cheating; immediate disqualification
- Emphasize creativity and originality over front-end presentation
- In case of any discrepancies, the decision of the judges & organizers will be considered as final.

[REGISTER HERE!](#)

Gen AI Demystified



180 Seats



4 April

Registration Fee

- 100/-

Coordinators

Vishakha: 8433539378

Komal Chaudhari: 7218335291

GenAI is the new strategic battleground. A workshop to introduce the concept of Generative AI to students. A session to make students familiar with basic concepts of the domain and to introduce real-world application of generative AI.

Rules and Guidelines:

- Limited seats are available; registration will be on a first-come, first-served basis.
- Participants must bring their laptops for practical exercises.
- Maintain a respectful and collaborative environment during the workshop.
- Participants who complete the workshop will receive certificates of participation.

Start Date: 04 Apr 24, 11:00 AM IST

End Date: 04 Apr 24, 01:00 PM IST

[REGISTER HERE!](#)

Quantum Computing Workshop



180 Seats



5 April,
12.00 pm

Registration Fee

100/-

Coordinators

Aarya Dandapur: 7410583880

Aditi Wagh: 7972696670

REGISTER HERE!

- 3-hour Quantum Computing Workshop
- Hands-on exploration of quantum technologies fundamentals
- Practical insights into quantum computing applications

Workshop Overview:

- Explores various Quantum Technologies and their platforms.
- Topics include Quantum sensors, Quantum Metrology, Quantum Communication and Quantum Computing.
- Comprehensive overview of quantum advancements

Participant Requirements:

- Bring laptops for hands-on insights
- Detailed instructions and software links will be emailed before the workshop
- Install required software from pre-workshop communication

Certificates:

- Certificates of completion will be provided to all participants who successfully attend and actively engage in the workshop.

COMBATS

- *DSA Craft*
- *Engineer's Canvas*
- *Climb Master*
- *AI Artist*
- *ProtoSprint*
- *Ideation*
- *Capture The Flag*
- *Byte Battles*
- *Hidden Expedition*
- *Blender Flicks*

DSA Craft



Team Size:
4 members



5 April

Registration Fee

- 160/- per Team

Coordinators

Mahak Gurusinghani: 8080887590

Rutuja Kande : 7420892062

Stages and Timelines

Round 1 - Online (Elimination Round):

An online quiz round with MCQs and 2 coding questions will be conducted. Teams will be asked questions on topics related to Data Structure and Algorithms and the team leader has to submit the MCQ round while all four members have to attempt the coding round. (i.e each member has to give the test) and cumulative scores of all the members of the group will be considered for further selection.

Start Date: 02 Apr 24, 12:00 AM IST

End Date: 02 Apr 24, 11:59 PM IST

Round 2 - Project Building Round

- The top 25 teams shortlisted on the basis of round 1, will proceed to the second round.
- Every team will be given a problem statement related to domains such as games, network analysis, bioinformatics, cryptography, e-commerce, and social media.
- The teams are expected to write the algorithms for given problem statement.
- Front-end is not expected but can be made.
- The end result of this round will be the submission of projects and a ppt explaining the project before the expected deadline.

Start Date: 05 Apr 24, 7:00 AM IST

End Date: 05 Apr 24, 2:00 PM IST

Round 3 - Presentation

- The top 2 teams from each domain will be shortlisted for the final round and will be required to present their solutions to a panel of esteemed judges.
- Evaluation criteria include creativity, technical excellence, and problem-solving approach

Start Date: 05 Apr 24, 2:00 PM IST

End Date: 05 Apr 24, 4:00 PM IST

Rules:

- Rounds 2 and 3 offline, all participants must attend
- Bring own devices, chargers, and necessary materials
- Submit presentation materials in advance of presentation
- Collaboration among team members is highly encouraged during all stages of the competition
- Teams must consist of the same members throughout the event
- No plagiarism or cheating; immediate disqualification
- Emphasize clear, concise presentations
- Organizers' decisions final in case of discrepancies

REGISTER HERE!

Engineer's Canvas



Team Size:
1-2 members



4 April

Registration Fee

- 100/- per Team

Coordinators

Ketaki Deshwandikar : 9503085615

Maithili Deshpande : 9604853266

Stages and Timelines

Round 1:

- Abstract Submission: Participants must submit an abstract for their ideas within the deadline
- The abstract should be condensed to a single-page
- Additionally, it should encompass the following points
 - Purpose
 - Design Methodology/Technology Utilized
 - Originality and novelty of the idea: Incorporate the background that inspired the project idea.
 - Your Findings (Including snapshots of any prototypes, if available, will be awarded additional points)
- Upon completion of the initial screening process, teams that have been shortlisted will progress to the subsequent Round 2 of the competition.
- Plagiarism should be less than 10% .

Start Date: 26 Feb 24, 12:00 AM IST

End Date: 26 Mar 24, 12:00 AM IST

Round 2: Poster Creation and Presentation

- Posters should creatively and effectively communicate the key aspects of their idea including objectives, methodology, results, conclusions, and references used
- Participants need to prepare the poster within the stipulated time of 1 hour
- Participants have to make a softcopy of the poster on their own devices
- Poster Size: A2

Start Date: 04 Apr 24, 11:00 AM IST

End Date: 04 Apr 24, 04:00 PM IST

Presentation Round:

- All Participants will present their posters in a designated session
- Poster Presentations should be concise
- Poster Presentation: Duration - 10 minutes (7-minute Presentation + 3-minute Q&A)

Judging Criteria:

- Posters and presentations will be evaluated based on criteria such as content clarity, visual appeal, innovation, and the ability to communicate the idea effectively

Code of Conduct:

- Participants are expected to maintain a high standard of academic integrity.
- Plagiarism or any form of unethical conduct will result in disqualification.

REGISTER HERE!

CLIMB MASTER



Team Size:
1-4 members



5 April

Registration Fee

- 300/- per Team

Coordinators

Siddhi Nirgude : 9373222620

Purva Honrao : 9423503680

The competition is fierce, with a variety of challenging conditions including robot weight restrictions, team composition, and other technical constraints. Each team needs to build a robot that can climb on a rope tied between two poles. The teams are expected to bring completely assembled robots on the day of event. The clock is ticking, and every second counts! The winner will be based on a robot crossing the finish mark with minimum time.

Guidelines:

- Teams must ensure that their robots do not pose any safety risks to participants or spectators.
- Teams must follow all safety guidelines provided by the event organizers.
- The event organizers reserve the right to disqualify any team that violates safety rules.

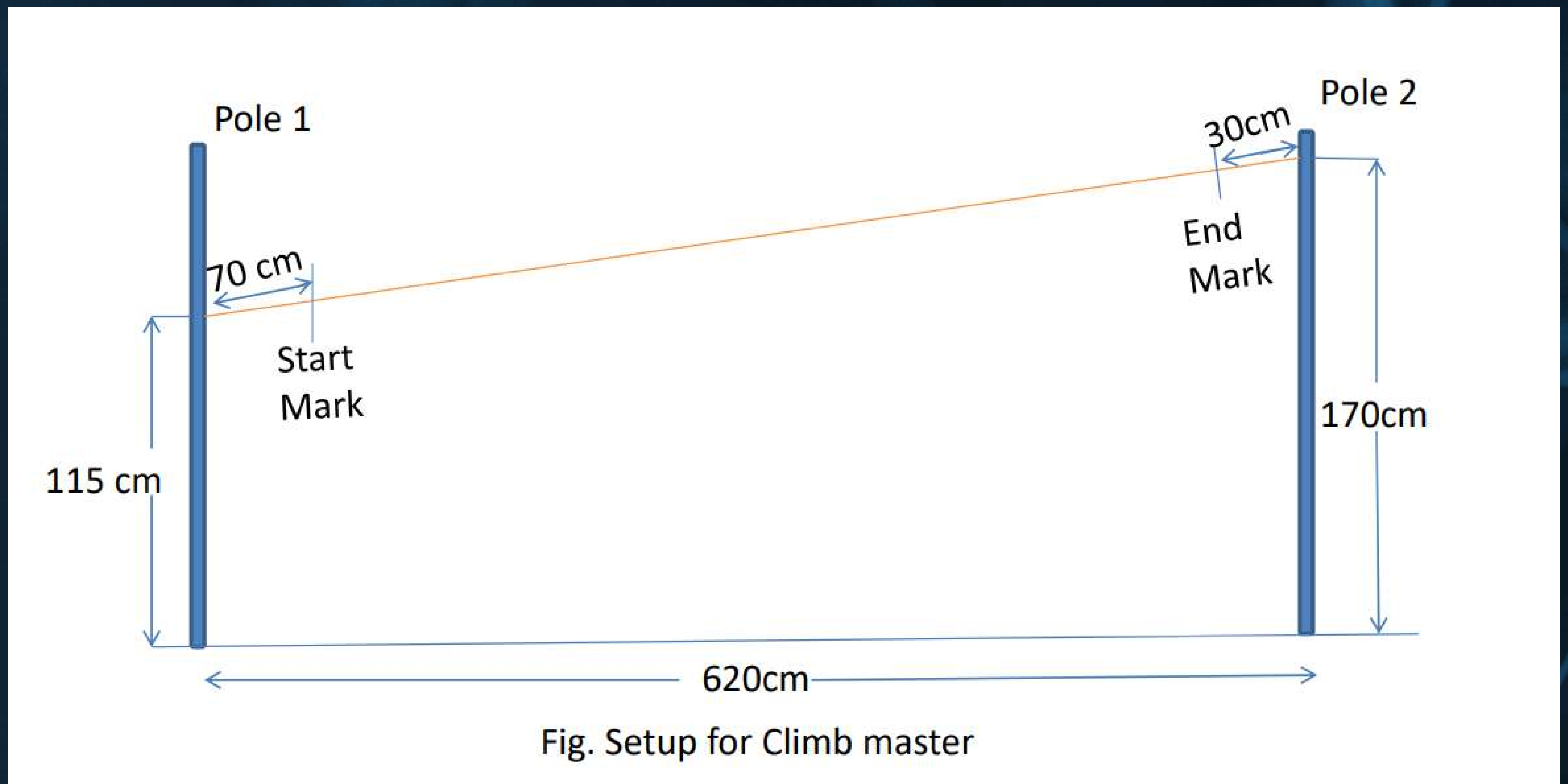
Competition Format:

- The climbing rope will be tied in between two poles with inclination.
- The START and END points will be marked on the rope.
- The climbing surface will be free of obstacles.
- Each team will have one attempt to climb the rope in competition.

Robot qualification criteria:

- The weight of the robot must not exceed specified weight(1 kg)
- Robot should be fit in box of dimension 300mm*300mm*300mm.
- Robot must use only climbing actions like gripping ,stepping but sliding and rolling actions are not allowed.
- All components and materials used in the robot must comply with safety regulations and ethical standards.
- Robots should be battery/cell powered or it can be also be completely mechanical.
- No hanging wires allowed to the robot for power supply .

Reference diagram of the set up on which the robot will be climbing :
Diameter of the rope : 10mm



Start Date: 5 Apr 24, 8:00 AM IST

End Date: 5 Apr 24, 3 :00 PM IST

Judging Criteria:

- The least time taken by the robot to climb the rope from START point to END point.
- In case of a tie, the robot with a higher weight will be declared the winner.
- The task completed without hand touch will get highest priority.
- Judge's decision will be final.

REGISTER HERE!

AI Artist



3 members



5 April

Registration Fee

- 120/- per Team

Coordinators

Simran Desai: 9872071641

Ananti Mulay: 9689470857

Gayatri Savarkar: 7021271953

Create AI generated art depicting a story in 5 images based on themes given and write a short story depicting the images. Participants will focus on how to prompt the AI to get the best possible desired outcome using the AI image generation platform which will be revealed on the day of the event.

Start Date: 04 Apr 24, 02:00 PM IST

End Date: 04 Apr 24, 04:00 PM IST

Guidelines:

- All branches and all-year students can participate.
- Teams need to bring their laptops.
- Wi-fi connectivity will not be provided during the event.
- Teams are expected to come up with new and innovative ideas related to the themes provided for the story.
- Themes will be revealed on the day of the event.
- Your submissions will be evaluated on the following parameters:
 - The idea behind the story
 - AI art created
 - Prompts employed for the image creation
- All the participants must adhere to the timings and guidelines strictly.
- Participants have to submit their stories .
- The judge's decision will be final.

[REGISTER HERE!](#)

ProtoSprint



Team Size:
1-2 members



4- 5 April

Registration Fee

- 200/- per Team

Coordinators

Kashmira Lohar : 9503943737

Neha Nikam : 7448009311

Stages and Timelines

Theme/Problem Statement will be declared a day prior to Round 1 of the event for brainstorming.

Round 1: Design Round

A CAD Model of an innovative product based on the given theme/problem statement has to be created on CreoPTC on the spot.

Start Date: 04 Apr 24, 11:00 AM IST

End Date: 04 Apr 24, 03:00 PM IST

Round 2: Presentation Round

Prepare a PPT during the given time slot of 1 hour that must include the idea/concept design, working of the CAD Model (Animated working would be appreciated); followed by a presentation before a panel of judges.

Start Date: 05 Apr 24, 07:00 AM IST

End Date: 05 Apr 24, 12:00 PM IST

Create functional objects or prototypes on CreoPTC within a specified time frame based on a given theme and present a ppt on its concept design & working.

Guidelines:

- Eligibility:
 - Open for all undergraduate students of all branches to participate.
 - Open for all engineering colleges.
 - Inter-departmental and inter-year teams are encouraged.
 - Inter-college teams are not allowed.
- This event comprises 2 rounds
 - Round 1: On-the-Spot Design Round
 - Round 2: Concept Design and Model Presentation
- Duration:
 - Round 1: 3 hours
 - Round 2: 1-hour presentation prep; 8-10 mins. presentation time per team.

Rules:

- Theme/Problem Statement will be declared a day before Round 1 of the event for brainstorming.
- Round 1: A CAD Model of an innovative product based on the given theme/problem statement has to be created on CreoPTC on the spot.
- Round 2: Prepare a PPT during the given time slot that must include the idea/concept design, and working of the CAD Model (Animated working would be appreciated); followed by a presentation before a panel of judges.

REGISTER HERE!

IDEATION



Team Size:
2 members



4 April

Registration Fee

- 100/- per Team

Coordinators

Rucha Darshane : 8788819876

Sakshi Nanavare : 7262811456

Ideation springs from its root word, "idea" and involves the mental process of brainstorming concepts and theories. A fundamental problem statement will be provided to the team, which is to be implemented using the given material in the given stipulated amount of time.

Guidelines:

- After reporting to the event, participants must submit their mobile phones to event volunteer.
- The material will be provided by the event organizers.
- The task must be implemented using only the materials provided.
- The preparation time for the task is precisely 1 hour.

Judging criteria :

- Judging of individual system will be done after the end of task preparation time.
- Performance of the designed system.
- In case of tie judges' decisions will be final.

Start Date: 04 Apr 24, 11:00 AM IST

End Date: 04 Apr 24, 05:00 PM IST

[REGISTER HERE!](#)

Capture The Flag



Team Size:
1-2 members



5 April

Registration Fee

- 100/- per Team

Coordinators

Annada Dash: 9004526186

Tanya Gadwal: 7888037364

Stages and Timelines

Round1 - Quiz Round (on Unstop)

This will be an online quiz round! The quiz will test candidates' proficiency in Data Structures and Algorithms (DSA), Cyber Security and aptitude, in form of MCQ questions

The top teams will advance to Round 2 of the competition.

Start Date: 30 Mar 24, 12:00 AM IST

End Date: 31 Mar 24, 12:00 AM IST

Round 2 - Capture the Flag Competition

This will be a Offline round! Qualified candidates will have to solve CTF challenges. The CTF would be jeopardy style. In this format, teams are presented with a series of challenges or questions, each assigned a point value. The teams will compete to solve these challenges as quickly and accurately as possible to earn points.

Teams would have to think of each challenge in a holistic way, considering avenues of cybersecurity such as cryptography, reverse engineering, etc. along with an emphasis on coding and aptitude.

Start Date: 05 Apr 24, 08:00 AM IST

End Date: 05 Apr 24, 1:00 PM IST

Capture The Flag (CTF) is a cybersecurity competition that challenges participants to solve various security-related tasks to uncover "flags" hidden within vulnerable systems or applications. Flags are strings of text that serve as proof of successful exploitation or challenge completion.

Event Flow:

- An initial online elimination round via Unstop a week before the event, featuring questions on Aptitude, DSA, and Cybersecurity fundamentals.
- Qualified students will compete in the CTF, conducted in a jeopardy style.

Judging Criteria:

- The fastest team to finish all challenges or the team with the highest points within the stipulated time wins.

Rules:

- Challenges cover cybersecurity domains.
- Hacking college network infrastructure will result in disqualification.
- The use of mobile phones and electronic devices is strictly prohibited during the competition.
- Pens and papers will be provided to teams as required.

REGISTER HERE!

Byte Battles

A Technical Debate Showdown



Team Size:
3 members



5 April

Registration Fee

- 100/- per Team

Coordinators

Sanika Rudrawar: 7066830834

Shriya Kulkarni: 8975042810

Stages and Timelines

Elimination round

All the Teams will participate in an elimination round - Elevator pitch to get a chance to be in the Top 8 Debate showdown.

Each team will have a limited time (1-2 minutes) to present a concise and compelling pitch on a given technology topic.

Start Date: 05 Apr 24, 09:00 AM IST

End Date: 05 Apr 24, 10:00 AM IST

Top 8 Debate showdown

Top 8 teams will compete head-to-head on predetermined technical debate topics. Teams will be given 10 mins to prepare on topic.

Start Date: 05 Apr 24, 10:00 AM IST

End Date: 05 Apr 24, 12:00 PM IST

Semi Finals

Top 4 teams will compete head-to-head in semi-final debates on predetermined topic

Start Date: 05 Apr 24, 12:00 PM IST

End Date: 05 Apr 24, 01:30 PM IST

Finals

The top 2 teams from the semi-finals will advance to the final round. Finalists will engage in a final debate on a challenging and thought-provoking topic.

Start Date: 05 Apr 24, 01:30 PM IST

End Date: 05 Apr 24, 03:00 PM IST

Overview:

- Integrates Technology and Debating in Asian Parliament format.
- Multiple rounds of debates on diverse technology-related topics.
- Aims to promote critical thinking, persuasive communication, and teamwork.

Rules:

- Debate Format: Asian parliamentary format only
Refer to this -> [RULE BOOK](#)
- Fair Play: Participants must adhere to fair play, respect opponents, and exhibit sportsmanship.
- Time Limits: Teams must adhere to specified time limits for presentations and rebuttals.

[REGISTER HERE!](#)

Hidden Expedition



Team Size:
2-3 members



5 April

Registration Fee

- 150/- per team

Coordinators

Akanksha Shivarkar: 8421867767

Amruta Kulkarni: 8956059131

Stages and Timelines

Round 1: Treasure Hunt

Candidates will have to solve a numerical (based on basic Electronics), whose result will be the number of a room where they will find a component and also the next clue (a numerical) for another component; Likewise participants have to collect all the components to build a circuit.

Start Date: 05 Apr 24, 08:00 AM IST

End Date: 05 Apr 24, 10:00 AM IST

Round 2: Implementation of Circuit

Participants will use all the components collected in round 1 to physically assemble the circuit. This involves placing components on the breadboard and making connections using jumper wires.

Start Date: 05 Apr 24, 10:00 AM IST

End Date: 05 Apr 24, 2:00 PM IST

Overview:

- Tests electronics knowledge through debugging, designing, and implementation tasks.
- Involves solving questions and obtaining clues for circuit design in the final round.
- Questions based on core electronics subjects.

Rules:

- Team must consist of 2-3 members.
- Maximum Entries: 20 teams (First come first serve basis).
- Circuit building based on strictly provided instructions.
- Duration: 6 hours.
- Disqualification for any form of cheating or misconduct.
- Safety Guidelines: Handle components with care.

REGISTER HERE!

Blender Flicks



Team Size:
1-2 members



4 April

Registration Fee

- 150/- per team

Coordinators

Sweta Vimal : 7066222041

Asmita Jadhav : 9765408783

Stages and Timelines

In this exhilarating showcase, we dive into the world of 3D design with Blender software and an ad-reel journey, where each creation comes to life, showcasing the power and versatility of Blender's tools.

Start Date: 04 Apr 24, 11:00 AM IST

End Date: 04 Apr 24, 05:00 AM IST

RULES:-

1. Craft a 3D Product on Blender Software based on the given theme and make a reel of 15-30 seconds.
2. Teams are encouraged to add animations and sound effects to their models.
3. Teams should bring their personal laptops, mouse/trackpads & chargers.
4. Software Requirements: Blender 3D - <https://www.blender.org/download/>
5. Hardware Requirements:- a) 64-bit quad core CPU with SSE4.2 support.
b) 8 GB RAM.
6. Time limit: 4 hours.
7. It should be a portable product.
8. Teams are responsible for the hardware and personal computer network they will be using; any lag/network issues will not be entertained.

Theme/Topic will be released on the spot, on the day of the event.

JUDGING CRITERIA:-

Creativity, originality, complexity, animation.

GAME FORGE

- The Engineer's Monopoly
- TrailBlazers
- Battle Royale Brawl: Call of Duty Mobile
- Battle Royale Brawl: Fall Guys
- TradeTrek
- ARong Us
- TechnoVoyage: The Venusian Explorer
- Mozilla Village

The Engineer's Monopoly



Team Size:
2 members



4, 5 April

Registration Fee

• 200/-

Coordinators

Shravani Gogawale : 8698291672

Vaishnavi Borkar : 9307982886

Become the winner by gaining maximum assembly parts and completing the assembly in shortest time.

Start Date: 04 Apr 24, 11:00 AM IST

End Date: 05 Apr 24, 05:00 PM IST

The Engineer's Monopoly is an event that will not only test your business skills but also challenge your Engineering abilities. A fusion of monetary dealings and challenging tasks followed by building a hands-on assembly in a limited time. This event will give all an opportunity to come to experience a game of Life-sized, 'Engineer's Monopoly'. We invite you to experience a game of Life-sized! In-person! Walkable! Engineer's Monopoly! So, let's dive into the rules!

Eligibility:

- Open for all undergraduate students.
- Open for all branches to participate.
- Inter-departmental and inter-year teams are encouraged.
- Inter-college team members are not allowed.

Rounds:

- Round 1 - Board Game Round
- Round 2 - Auction Round
- Round 3 - Assembly Round
- Duration: 1 hour

Rules:

- **Objective**: Win by gaining maximum assembly parts and completing the assembly in shortest time.
- **Preparation**: Players will be asked to draw chits from a bowl. This will decide their 'team token' and 'sequence number' among all players.
- **The Play**: Teams will start on the board from 'GO'. Sequentially, teams will roll the dice and move forward on the board in the direction of the arrow the number of spaces indicated by the dice. After one team has completed their play, the next team will roll the dice and continue forward.

Acquiring Component:

- **Monetary block**: If the team lands on the Monetary block, the team has to pay the required amount to earn the component card. If the block on which the team lands is already owned by another team the players will have to pay assigned rent to the owners of the monetary block. When a team acquires all monetary blocks of the same coloured component card only then the team will receive the final component. If not, teams will have to trade among each other at the end of the game to receive the desired component
- **Task block**: If the team lands on Task block, players have to complete the assigned task in minimum time to earn the component. If the Task on the block on which the team lands was already completed by the previous team, then the team that completes the task in the shortest duration of time will receive the component.
- **Chance**: When the team lands on chance, the player will get a chance to spin the wheel of fortune and get what the pointer on the wheel tells.
- **Jail**: Team ends up in jail when they land on 'Go to Jail' on the board or when chance wheel indicates 'GO to Jail'. The team can get out of jail by:
 - Rolling doubles on any of the team's next two turns. If successful they may proceed to move forward the spaces indicated by the dice.
 - Using the 'Get out of Jail' lifeline from the chance wheel if they have it.
 - Paying fine before rolling dice on either of the next two turns. The board game concludes when the set timer runs out/the selected number of dice rolls is completed.

Auction Round:

- The teams will then come together and a round of auction will begin.
- In this round, different teams can make deals to conduct an exchange of assembly parts. Also, bidding will be held for any component that was not procured by teams during board play.

Elimination Criteria:

- At the end of the auction round, 2 teams that are left with the least amount of money from the lot will be eliminated.

Assembly Round:

- This round will be time-bound.
- Participants will have to construct an assembly out of acquired components. Assembly should be finished in the least time.

REGISTER HERE!

TrailBlazers



Team Size:
2 members



4, 5 April

Registration Fee

• 100/-

Coordinators

Alekhya: 7218469330

Devyani Patil: 9403494735

In a pair event, one member will be blindfolded and the other has to guide him/her through the course using code words decided by the participants before entering the maze. Participants will have to come up with innovative directional words as they are not allowed to use the conventional ones (left, right, up, down, diagonal etc)

Rules:

- All branches and all-year students can participate.
- The use of conventional directional words is not allowed.
- The maximum time given to complete the maze will be 5-7 minutes.
- Judgment will be based on successful completion of the course and solving the puzzle in minimum time.
- The judge's decision will be final.
- Participants have to gather clues that will be located through the maze.
- At the end of the maze, a puzzle has to be solved using those clues.
- Venue-Circle in front of the Mechanical Building

REGISTER HERE!

Battle Royale Brawl: Call of Duty Mobile



Team Size:
3-4 members



4, 5 April

Registration Fee

• 250/-

Coordinators

Mitasha Jadhav: 8999379932

Sonia Dessai: 8975209325

Stages and Timelines

Call of Duty Mobile Battle Royale - Isolated

Teams will showcase their skills and strategies in a single intense match within the Isolated map in the Battle Royale mode of Call of Duty Mobile. The top-performing teams will advance to the next round of the tournament.

Start Date: 04 Apr 24, 1:00 PM IST

End Date: 04 Apr 24, 05:00 PM IST

Call of Duty Mobile Battle Royale - Blackout

Teams will face a showdown in a single intense match within the Blackout map in the Battle Royale mode of Call of Duty Mobile. Only the top-performing teams will to the next round, while others will face elimination from contention.

Start Date: 05 Apr 24, 09:00 AM IST

End Date: 05 Apr 24, 10:00 AM IST

Call of Duty Mobile - Multiplayer

The top qualifying teams will engage in thrilling four vs four challenge within the multiplayer mode of Call of Duty mobile. The top three teams with the highest number of wins will claim victory and be crowned champions of the tournament.

Start Date: 05 Apr 24, 10:00 AM IST

End Date: 05 Apr 24, 12:00 PM IST

COD RULES:

- Platform: Call of Duty Mobile.
- Team: 3-4 players
- Game pre-installed on mobile; players responsible for internet connectivity.
- Team should have a Leader as a point of contact with officials.
- Room ID and password will be shared 15 minutes before the match.
- Concludes with three winning teams after Round 3.
- Participants have to join a Whatsapp group made by organizers which will be shared via email after registration.
- Schedule and guidelines adherence is mandatory.
- Respectful and fair play is mandatory.
- Disqualification for disruptive behavior, foul language, or any other such unacceptable behaviour will lead to immediate disqualification.
- Any form of cheating like hacking could give rise to serious consequences.
- Organizers' decision final and binding.
- If a participant or team disconnects intentionally after the game has started, the game will continue with the remaining players and will not be restarted.

REGISTER HERE!

Battle Royale Brawl: Fall Guys



Team Size:

1 member



5 April

Registration Fee

• 30/-

[REGISTER HERE!](#)

Coordinators

Mitasha Jadhav: 8999379932

Sonia Dessai: 8975209325

Fall Guys: Solo Classic

Participants in Fall Guys: Solo Classic will have a practice session to familiarize themselves with the game. Afterward, they'll receive a Lobby ID to join the solo classic mode, featuring three levels of random obstacles and challenges. To advance, players must complete each race within the allocated time. Time slots will be assigned based on participant numbers for a fair and organized experience.

Start Date: 05 Apr 24, 01:00 PM IST

End Date: 05 Apr 24, 04:00 PM IST

Race through virtual playgrounds, hurdle obstacles, and engage in tactical warfare for a chance to claim glory!

Guidelines:

- Game: Fall Guys.
- Participants: Individual play, no teams.
- Platform: PC, provided by organizers.
- Connectivity: Ethernet provided for all participants.
- Room ID: Shared before the match.
- Conclusion: One winner per game.
- WhatsApp Group: Participants join via link shared post-registration.
- Disqualification: For disruptive behavior, foul language, or any unacceptable conduct.
- Organizers' Decision: Final and binding.
- On Intentional Disconnection: Game will continue without restart.

TradeTrek



Team Size:
2 members



5 April

Registration Fee

- 100/- per team

Coordinators

Snigdha Srivastava: 9156129973

Lisa Susheel: 9175780685

TradeTrek is an import-export game especially curated for international relations enthusiasts, where teams represent a country and trade resources to move towards a goal whilst strategizing about their country's balance of payments.

Objective: The countries need to achieve their respective goals while maintaining their balance of payments.

Stages and Timelines

Round 1: Trading

- Participants need to use their resources and cash wisely to make mutually beneficial trades.
- These trades must be in the direction of the goal.
- A trade tax of 10% will be levied.
- Countries can negotiate with each other to buy/sell resources at the optimum price.

Round 2: Auction

- At the end of Round 1 an auction will take place.
- Countries who wish to sell certain resources can do so in the auction.
- Each country can choose to sell a maximum of 3 resources in the auction.
- Resources will be sold to the highest bidder.

Slot 1 - Start : 05 Apr 24, 9:00 AM IST

End : 05 Apr 24, 12:00 PM IST

Slot 2 - Start : 05 Apr 24, 1:00 PM IST

End : 05 Apr 24, 4:00 PM IST

General Guidelines:

- Every country needs to fulfill a goal by the end of a round by strategically trading its resources and money.
- Examples of goals could be:
 - Increase literacy
 - Build better transport infrastructure
 - Strengthen military and defense
- Each team will be provided with a resource sheet a day before the event for their respective country.
- The aggregate of resources + money for all countries is nearly the same.

Rules/Judging Criteria:

- Each country's goal will be divided into attainable subgoals Eg. For healthcare, subgoals could be to build 1000 hospitals, train 10,000 medical professionals, and obtain 2,00,000 vials of vaccines.
- Points will be assigned to the country based on how much of their goal is achieved
- The country with the highest number of points + balance of money resources wins.

Eligibility: The competition is open to all undergraduate and engineering students of all years and branches.

REGISTER HERE!

ARong Us



Team Size:
1-2 members



4, 5 April

Registration Fee

- 100/- per team

Coordinators

Tanishqa Borse: 9422346900

Siddhi Bharam: 9579522662

ARong Us aims to unite Augmented Reality (AR) and gaming by creating an immersive experience inspired by the popular game 'Among Us.' The primary goal for the participants is to engage in augmented reality tasks. Crewmates try to complete these tasks while impostors, strategically placed among them, attempt to sabotage and eliminate crewmates. ARong Us aims to combine the thrill of social deduction with the exciting realm of AR, providing participants with a unique and enjoyable gaming experience.

Guidelines:

- Respect the organizers' decisions, fellow players, equipment, and the venue.
- Use AR apps responsibly and be aware of your surroundings.
- No physical contact, aggressive behavior, or cheating.
- Report any issues or concerns to organizers immediately.
- Students from all branches and years are allowed to participate.
- Each game will be for 30 minutes.

Judging Criteria:

- Crewmates win: If all tasks are completed before all Crewmates are eliminated.
- Impostors win: If all Crewmates are eliminated before all tasks are completed or if they are not voted out during an emergency meeting.
- Tiebreaker: If the remaining crewmates and Impostors are equal, Impostors win. Crewmates with the most completed tasks win if the remaining Crewmates exceed Impostors.

[REGISTER HERE!](#)

TechnoVoyage: The Venusian Explorer



Team Size:
NA



4, 5 April

Registration Fee

- 40/-

Coordinators

Garima Kodkani : 8459529779

This is 1v1 robot controlling game, where players compete against each other to help the Shukrayaan reach its destination. There will be various obstacles in the path of the robot representing different stages of the Shukrayaan. The person who completes the task with the most points WINS!! **(On the Spot Registration)**

ON THE SPOT REGISTRATION!

Mozilla Village



Team Size:
1-2 members



4, 5 April

Registration Fee

- 30/- (Individual)
- 50/- (Pair)

Coordinators

Krushna Girnar: 9421626435

Pick a chit as you enter the game arena and play the games written on the chit and win exciting goodies for each game you win. Participate individually or in a duo . **(On the spot registrations)**

ON THE SPOT REGISTRATION!