

Shaheed Rajpal D.A.V. Public School,
Dayanand Vihar, Delhi

The Technocrats
present

WARTEX 8.0

wartex.co.in



“Technology like art is a soaring exercise of the human imagination.”

The world has seen some astounding technological changes. Technology has advanced in the last decade by leaps and bounds. Every industry and sector has been revolutionized by the evolution of technology. To stay at pace with the world, one must stay up to date.

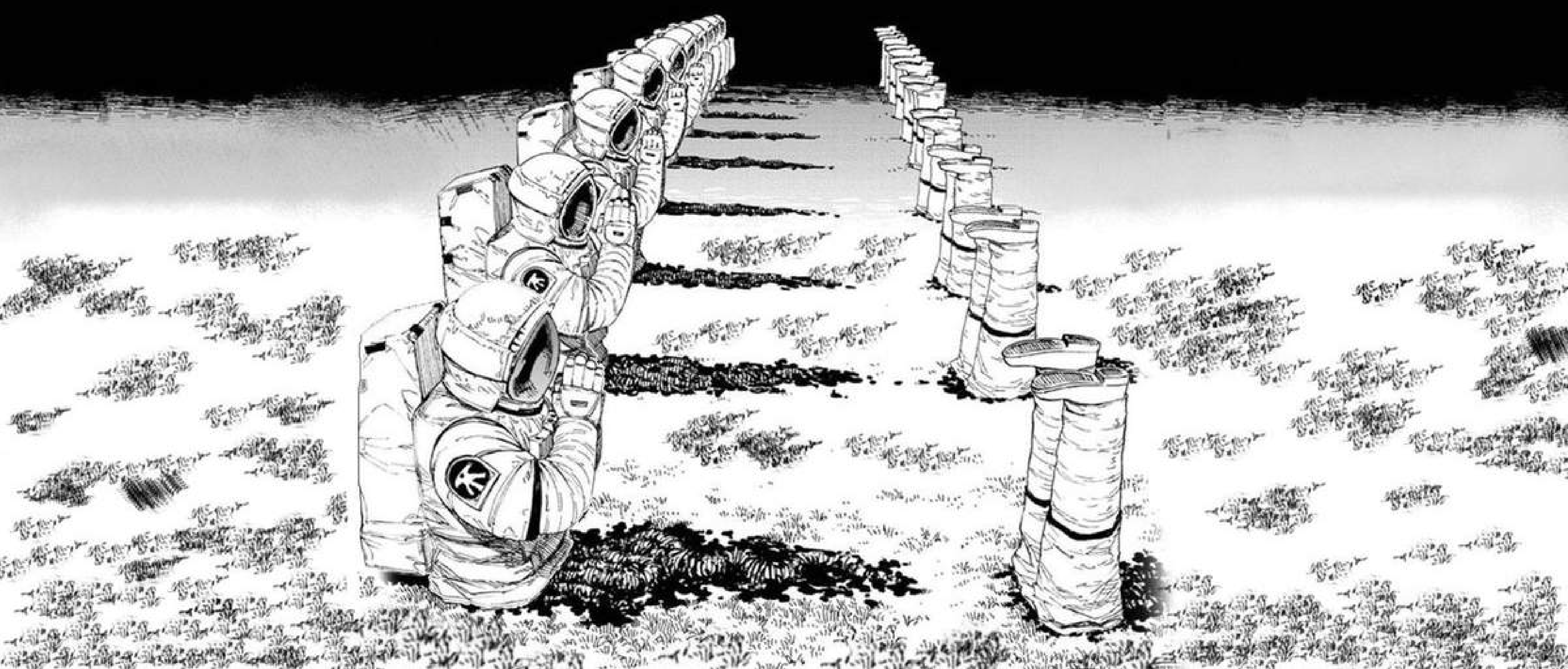
Technocrats, the IT club of Shaheed Rajpal DAV Public School, is hosting its eighth edition of the annual tech fest, WARTEX#8.0 consisting of several exacting events in the field of technology.

In an effort to serve as a platform for a massive technological extravaganza, this year's edition has a variety of more fascinating and challenging events.

After a series of successful events in the past few years, We cordially invite the technical enthusiasts to explore this technical array and be an integral part of this event.

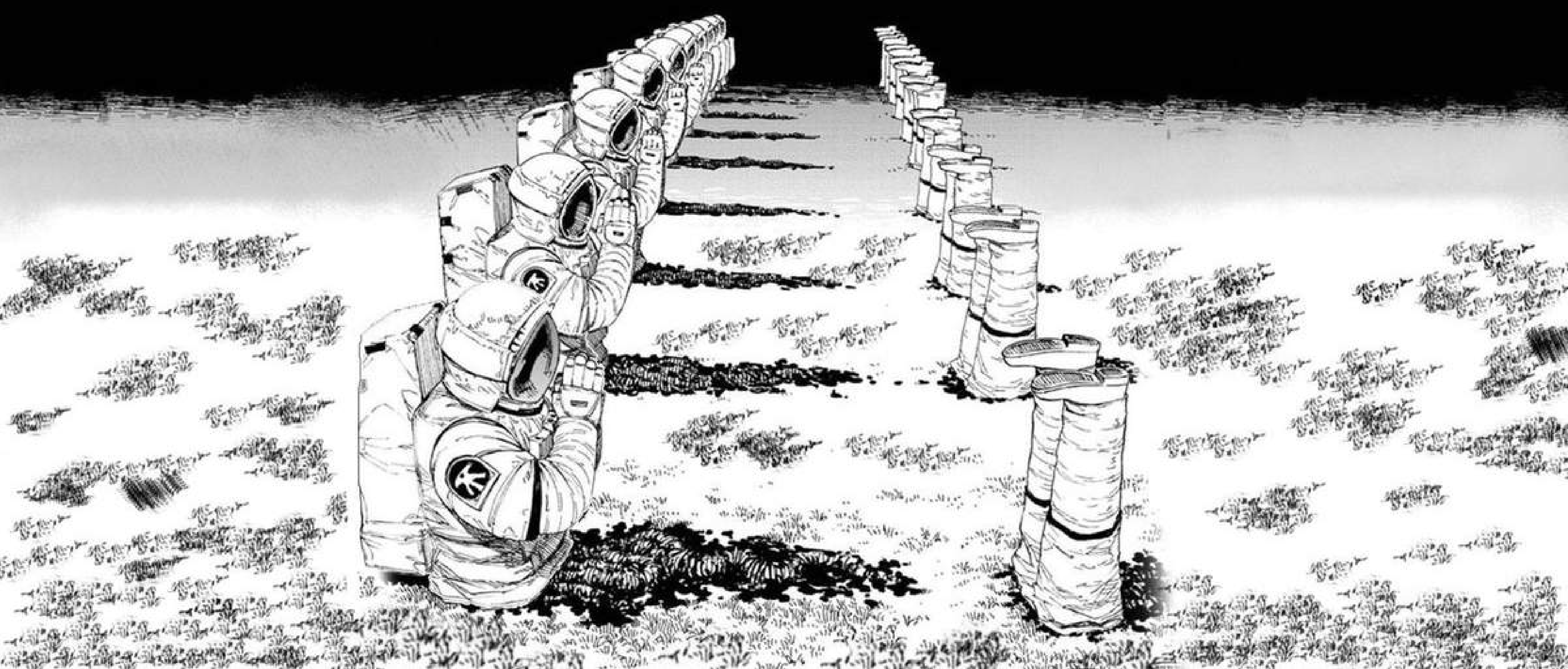
Looking forward to your zealous responses.

Regards,
Team Technocrats



GENERAL GUIDELINES

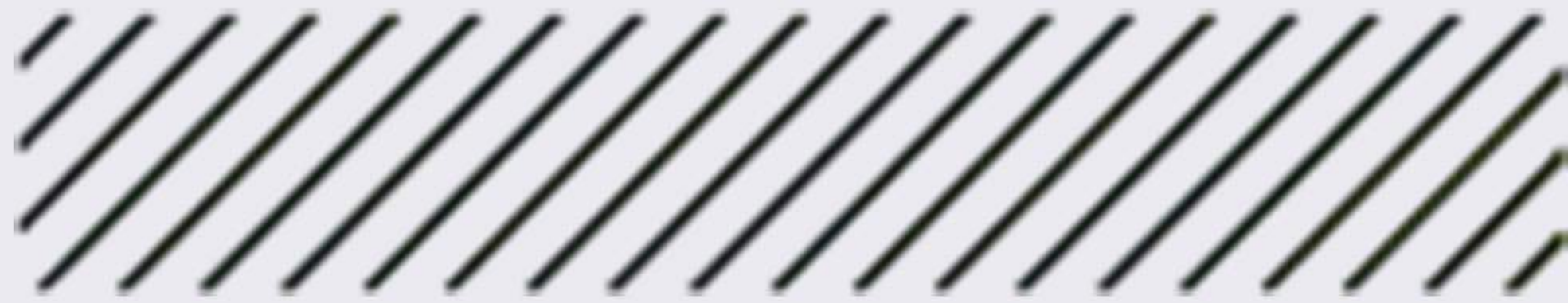
- One Student is permitted to participate in only one event, along with Adobe Challenges
- All offline events will be conducted in the SRDAV school premises on 7th November, 2022. Whereas, submission for all online events + online prelims entries is 5th November, 2022.
- Participants who are found to have used unfair means will be disqualified from participating in that particular event.
- Students need to forward their entries to wartexdata@gmail.com with the subject – “Event Name – Name of the participant” and mention the participant name(s) along with class, school & contact number in the email. The last date for submission is 5th November, 2022, after which no submissions will be entertained.
- For all the information, announcements & updates, join the WARTEX Discord Server at <https://discord.gg/cqwNw5G9>



THE EVENTS

S.No	Event	Class	Dates	Team Per School	Team Members	Event Heads
1	Ragnarok	VIII-XII	Round 1: 4 Nov Round 2 & 3: 7 Nov	1	4 to 5	Om Kumar Jha, Sarathak Rana
2	Life, Reality + Puzzles	VI-XII	TBA on Discord	∞	1	Aditya Chaudhary
3	Equinox	VI-XII	Prelims: 5 Nov Finals: 7 Nov	1	2 to 5	Mehul Varshney, Nipun Singhal
4	Asimov Wars	VIII-XII	7-Nov	∞	1 to 5	Aditya Chaudhary, Arnav Kumar, Hitarth Sharma
5	Minecraft	VI-XII	5-Nov	1	2	Sarathak Jha, Sheersh Kaushik
6	Pandora	VI-XII	Prelims: 5 Nov Finals: 7 Nov	1	2	Sarathak Jha, Vidhi Gupta, Riddhi Goyal
7	Straight Outta Compton	VI-XII	Prelims: 5 Nov Finals: 7 Nov	∞	1 to 3	Ansh Dixit
8	Verdis Quo	VI-XII	5-Nov	∞	2 to 3	Ansh Dixit
9	Rework Render	VI-XII	5-Nov	1	1	Ojas Aggarwal
10	Lorem Ipsum	IX-XII	Prelims: 5 Nov Finals: 7 Nov	1	1	Anjali Sharma, Rishima
11	Memeology	IX-XII	5-Nov	∞	1 to 3	Arnav Kumar, Hitarth Sharma, Sarathak Rana
12	Adobe Challenges	VI-XII	5-Nov	1	1	Adobe

LIFE, DEATH + PUZZLES



//CRYPTIC HUNT [ONLINE]

Eligibility: Open

Teams per School: ∞

Team Members: 1

RULES:

- The Game has 3 levels. Answer a chain of questions correctly and move to the next level.
- First one to complete all the levels will be transported to The Ultimate Prize.
- Questions will be from literally anything & anywhere. This is like any other treasure hunt.
- Everyone for themselves; no teams.
- Admins will be providing Hints for the difficult stages themselves on the official Hunt Server.



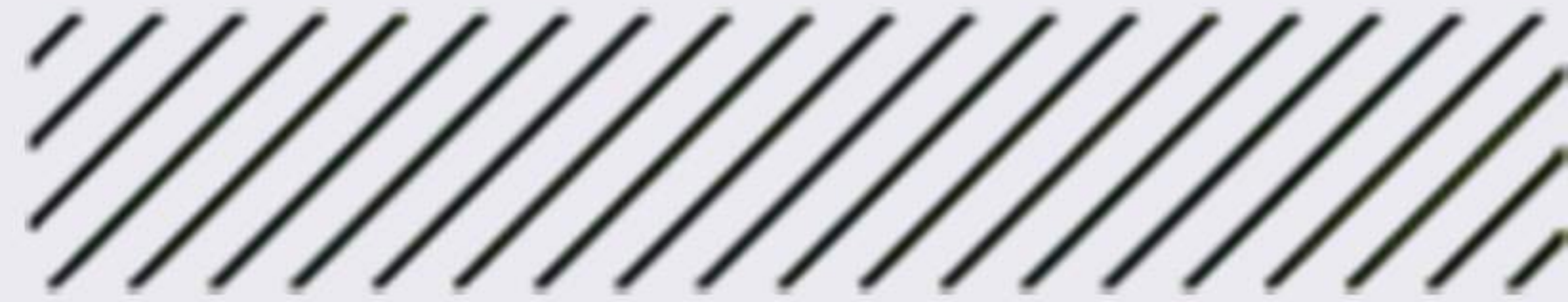


- The Hunt will be live for 48 Hours. Exact date & timing will be revealed later on the Discord Server and the hunt website.
- The Player must always have access to a PC. It is not advisable to play it in its entirety on Android or iOS.
- Until then wait for further instructions and register yourselves at <https://cryptichunt.wartex.co.in>

Note: Join our exclusive Cryptic Hunt Discord Server for important information and updates:
<https://discord.gg/WvQ3fmNg3Q>

Event Head:
Aditya Chaudhary
+91 8929005969

ASIMOV WARS



//Robotics Battle

Eligibility: VIII-XII

Teams per School: ∞

Team Members: 1 to 5

RULES:

- This will be a bracket-style tournament of Robot Fighting, similar to that seen on the TV Show: "BattleBots".
- Students are free to develop their fighting robot with any material and machinery they desire.
- The weapons on the robot need to be Non-Lethal to Humans, and students must be careful of their safety whilst developing and fighting.





- The event will take place offline in the school premises on 7th November, 2022.
- Students need to bring all the equipment needed for their bot to fight; electrical extension cords will be provided on location if required.
- Students are advised to develop their bot with tools and weaponry that will give them an edge over their competitor.

Event Heads:
Aditya Chaudhary
+91 8929005969

Arnav Kumar
+91 9667212970

Hitarth Sharma
+91 9999557469

RAGNAROK

//Mixed-Platform Gaming

Eligibility: VIII-XII

Teams per School: 1

Team Members: 4 to 5

RULES:

- 1.Ragnarok is a 2-day event. Dates will be shared on the Discord Server.
- Day 1: Round 1 (Online)
Day 2: Round 2 & 3 (Offline)
- The game for round 1 is Valorant. Details for Round 1 like game mode and timings will be declared on the Ragnarok Server.





- Rounds 2 & 3 will be held offline in the school premises on 31st Oct. Details regarding the same will be shared with the qualifiers of Round 1 through discord only.
- Participation will be team based only so no solo players are allowed in the competition.
- The usage of cheats, hacks or any other third-party applications that give one an unfair advantage over their opponents will result in immediate disqualification.

- Participants and the Team must use an acceptable username in the Tournament. If a participant or Team fails to do it, the administration reserves the right to disqualify them.

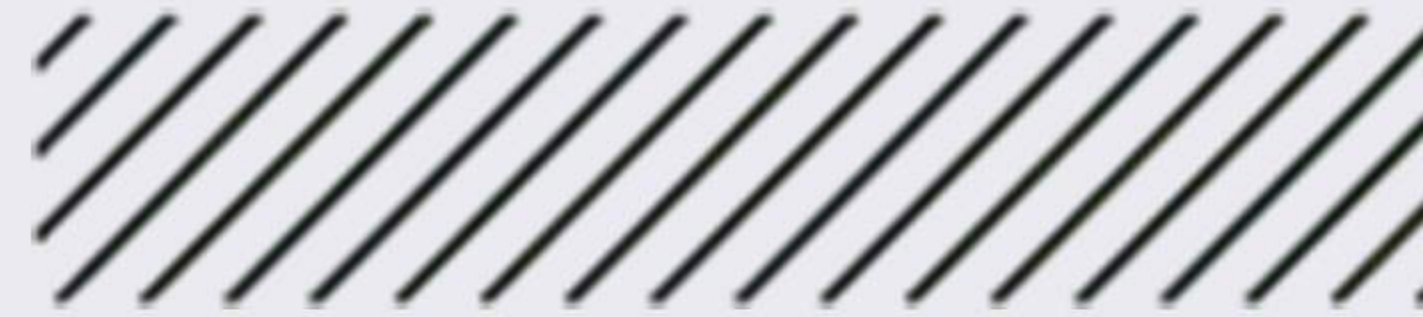
NOTE: All the participants are requested to join the WARTEX Event discord server for updates:
<https://discord.gg/cqwNw5G9>

Event Heads:
Om Kumar Jha
+91 9311470171

Sarthak Rana
+91 8920033037



EQUINOX



//Hackathon + Designathon

Eligibility: VI-XII

Teams per School: 1

Team Members: 2-5

Mode: Prelims - Online

Finals - Offline

RULES:

- Participants have to develop and submit their deliverables online in the prelims; the selected teams will be invited to pitch their product in the offline finals followed by an interview.





PROMPT :

- The theme is Innovation. Now, this is a bit hazy? However, we want you to think beyond the box and come up with something you truly would preach for. Something you would use, buy, or live if you were in the position to do so.

Event Guidelines:

For each deliverable, the following are strictly permissible:

A. Development:

- I. Create a website or mobile app based on the prompt and deploy it on web/build the application.
- II. Only Google typefaces are permitted.
- III. No premade templates allowed.

IV.HTML, CSS and JavaScript
(obligatory mention)

V.You can use standard libraries like Bootstrap and Tailwind. Ant Design and other design systems are not permitted.

B. Pitch Deck:

I.Create a synopsis of your concept and features.

II.Also include information on how it can be implemented.

C. Design

I.Create a poster/video to promote your product.

II.Logos, branding, and colour schemes are to be included in this section.





Note:

- Submission to be done to wartexdata@gmail.com latest by 29th October , 2022.

Judgment Criteria:

- Realistic nature of the product
- Creativity
- UI/UX experience

Event Heads:

Mehul Varshney

varshneymehul5@gmail.com

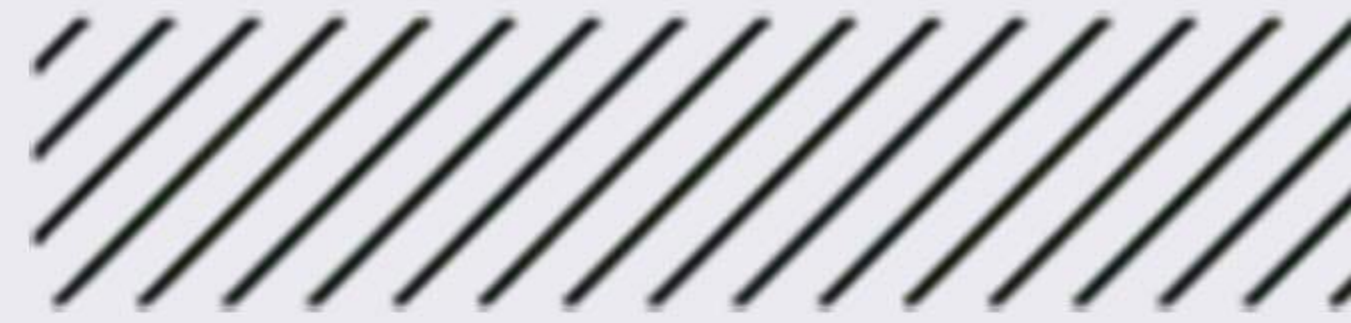
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Nipun Singhal

nipun.singhal2006@gmail.com

+91 8766255080

STRAIGHT OUTTA COMPTON



//Rapping Event

Eligibility: Open

Teams per School: ∞

Team Members: 1-3 (Not necessary for every member to perform the rap.)

Guidelines:

- The event is divided in two rounds:

Round 1 (Qualifiers)

- This is an online round.
- Participants have to write a rap on any topic of their choice.





- Writing your own rap is not necessary you can also modify a renowned rap by adding your own lyrics.
- Mail the PDF of lyrics to wartexdata@gmail.com in the following format :-
NAME:
CLASS:
SCHOOL/COLLEGE:
CONTACT DETAILS:
- Cuss words are strictly prohibited.
- Any language is allowed for writing the rap.
- List of qualified teams for the next round will be posted on our discord server.

Round 2 (Live Performance)

- Qualified participants will have to perform their composed rap, live on the school stage.
- Necessary equipments for the performance, such as mic and speaker will be arranged by the organising team.
- Extra marks will be given for using background music of any sort. (specifically a beat)
- Making your own background music is not necessary; you can take copyrighted music from Internet.
- Participants have to bring their music in a pendrive in Mp3 form on the day of performance. (Make sure no other file is present in the pen drive).
- Use of Instruments or bringing a beat boxer is acceptable for presenting your rap.





- Participants can dress up as per their choice.
- Time limit for the performance is 5 minutes.

Judgement Criteria

- Lyrics/Diction
- Voice Modulation and Intonation
- Confidence and Showmanship
- Overall presentation/Delivery

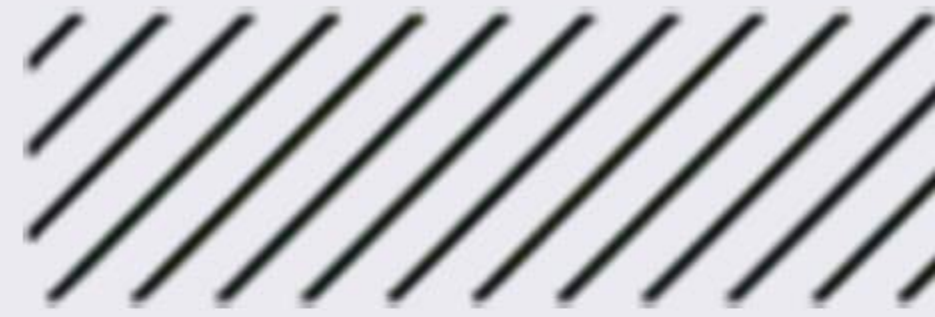
Event Head:

Ansh Dixit

9811512654

Dixitanshofc005@gmail.com

MINECRAFT



//Creative [ONLINE]

Eligibility: VI-XII

Teams per School: 1

Team Members: 2

Theme: Cyber Security

RULES:

- Use Creative Mode in Flat world.
- Participants have to create a movie/skit highlighting the importance of cyber safety in today's world.
- Use of modes or biomes is not allowed.
- Anyone found cheating will be immediately disqualified.
- Entries after last date will not be entertained.





- A video of the Minecraft Project has to be submitted at wartexdata@gmail.com

Judgment Criteria:

- Originality
- Creativity
- Resource Management

Event Head:

Sarthak Jha

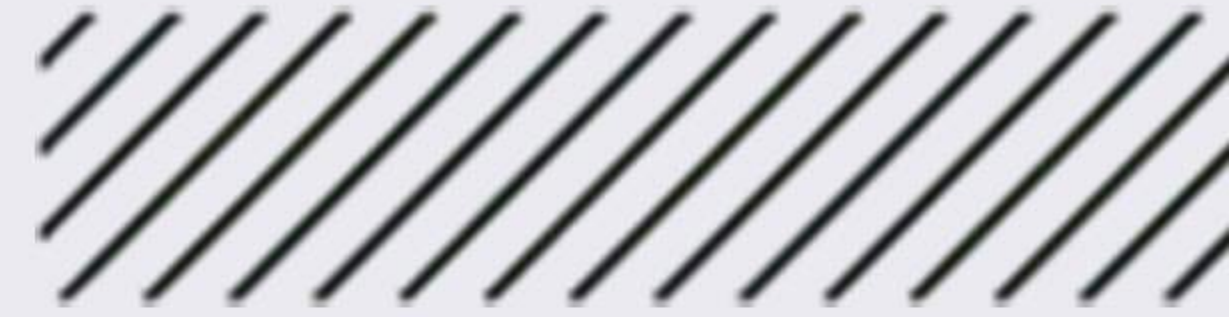
+91 9289133891

iamsarthakjha@gmail.com

Sheersh Kaushik

+91 95998 94472

PANDORA



//Innovation

Eligibility: VI-XII

Teams per School: 1

Team Members: 2

Theme: Open

DELIVERABLES:

- Participants will create a presentation demonstrating the solution to the chosen problem.
- Developing a prototype is optional but developing one would fetch extra points.
- Participants can also submit 3D models, Mock-Ups, etc to present their ideas more fluently and visually.





RULES :

- Participants have to present their thoughts and counter other opinions on their idea, in the final round.
- Presentation is mandatory and must include the problem chosen.
- Submission based prelims will be conducted online. Students have to submit their deliverables latest by 29th Oct, 2022 at wartexdata@gmail.com
- The finals for the selected entries will be conducted offline on 31st Oct, 2022.

Judgment Criteria:

- ORIGINALITY
- CREATIVITY
- PRESENTATION
- COMMUNITY IMPACT

Event Heads:

Sarthak Jha

+91 9289133891

Vidhi Gupta

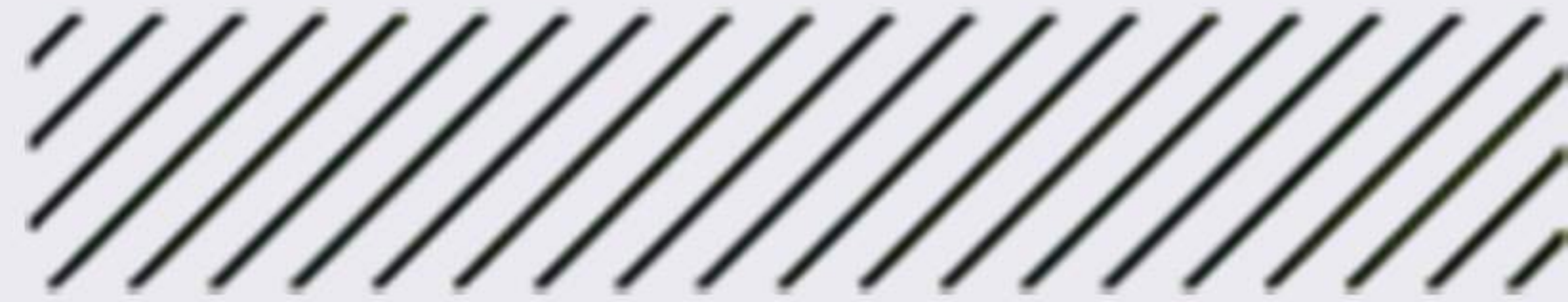
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Riddhi Goyal

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REWORK RENDER



//Video Editing [ONLINE]

Eligibility: VI-XII

Teams per School: 1

Team Members: 1

RULES:

- Wartex will provide you with raw footage on the Discord Server.
- You may use any software for editing.
- We prefer you to make it under 60 seconds but if you have a great idea that would fit in more than that then go for 90 seconds.
- For submission upload your video in Google drive and mail the link to wartexdata@gmail.com with your details by 29th October, 2022.





- Details to be mentioned in the mail
- Your Name
- Class
- Software/app used
- For the link to raw footage join Wartex Discord Server.

Judgement Criteria:

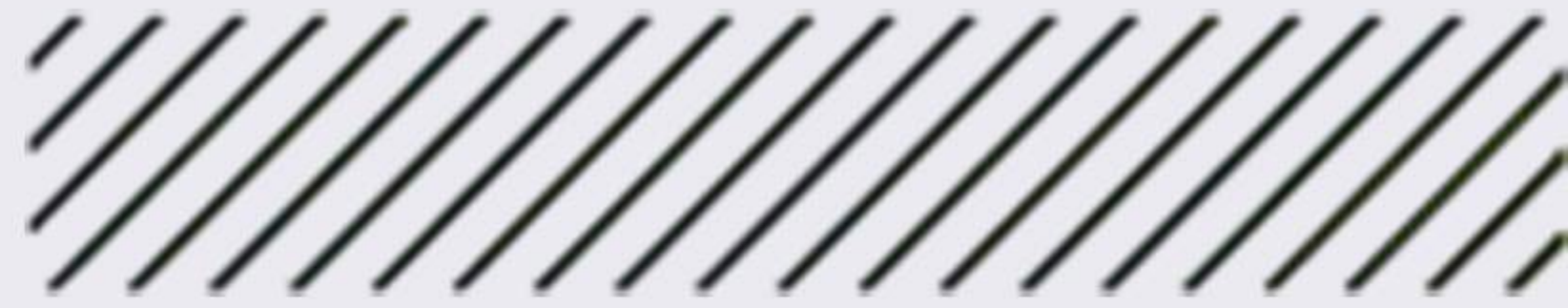
- Sequence of clips
- Originality & Creativity
- Sound Designing/effects
- Colour Grading, Effects & transitions

Event Head:

Ojas Aggarwal

Ojas9810@gmail.com

LOREM IPSUM



//Group Discussion

Eligibility: IX-XII

Teams per School: 1

Team Members: 1

GUIDELINES:

- The competition will be conducted in two rounds in the specified modes.
- The theme for this event is 'cyber-security'.

Preliminary round:

- Participants are required to record a video on the following topic: 'Cryptography: Past, Present, and Future'





- The video should be uploaded on youtube and the link of the same must be mailed to wartexdata@gmail.com
- The length of the video should not exceed 180 seconds.
- Exceeding the time limit will lead to negative marking.
- The final list of the top 20 participants will be shared before the main offline event.

Final Round:

- Participants will be provided with a topic on the day of the event.

- Participants must not, at any time during the competition, reveal the name of the school they represent. They will only be identified by the number assigned to them. Failure to comply will lead to disqualification of the team.

JUDGEMENT CRITERIA:

- Content
- Presentation
- Vocabulary

Event Heads:

Anjali sharma

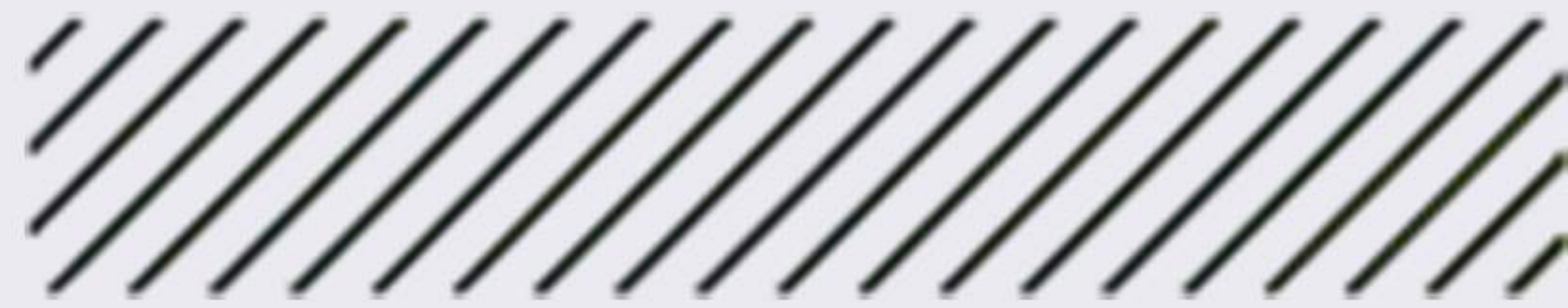
+91 8287290307

Rishima

+91 7678408680



VERDIS QUO



**//DJ Mixing & Music Production
[ONLINE]**

Eligibility: Open
Teams per School: ∞
Team Members: 1-3

GUIDELINES:

- Participants have to complete any one of the task given below:

Task - A

- Produce a beat of any genre or theme (Sad, Happy ,Lo-fi, etc.)
- Files allowed to use: Drum loops, melody loops
- Time duration: 2-3 minutes
- Softwares allowed - Fl studio, Ableton, Logic Pro, LMMS, Soundtrap





OR

Task - B:

- Mix any two audio files or songs(Tempo/Beat matching)
- Time duration: 2-3 minutes
- Softwares Allowed: Virtual DJ, Audacity

IMPORTANT:

- Ambient vocals can be made (Vox type)
- Bollywood and Hollywood music/tunes can be used.
- Using Slicex and Goodizers is allowed.
- Soundation software can also be used.

- Submission in the form of Audio file must be mailed on wartexdata@gmail.com in the following format:
- NAME:
- CLASS:
- SCHOOL/COLLEGE:
- CONTACT DETAILS:
- AUDIO FILE/LINK:

JUDGEMENT CRITERIA:

- CREATIVITY
- ORIGINALITY
- PRESENTATION
- OVERALL QUALITY

Event Head:

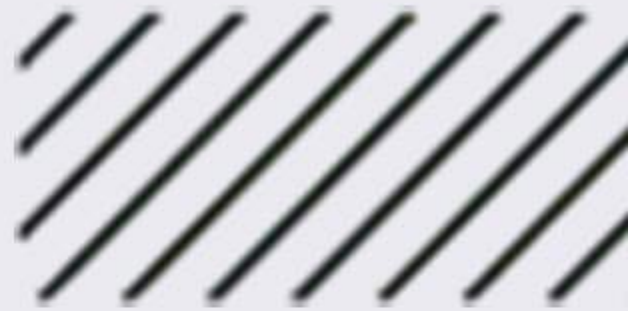
Ansh Dixit

9811512654

dixitanshofc005@gmail.com



MEMEOLOGY



//Meme Making [ONLINE]

Eligibility: IX-XII

Teams per School: ∞

Team Members: 1 to 3

GUIDELINES:

- You can make a meme on any topic or theme of your choice.
- Each team can submit a maximum of three memes in the formats provided.
- The meme has to be submitted in a video format.
- Examples of video memes or short skits can be found at the
- YouTube channels of Gus Johnson, Jacksfilms, Sven Johnson, Ian Kung, ProZD, Anthpo, Dolan Dark, Grandayy, Man carrying Thing, etc.





- The meme should not be plagiarized from any pre-existing meme. Also, the use of pre-existing templates is not allowed.
- the idea should be original and not copied from any preexisting video. You must shoot the video yourself, and edit it. You can use videos/images from the internet with due acknowledgement.
- The meme should not contain any NSFW elements, and not in any way be overly hurtful/offensive.
- The meme can be edgy, but there is a difference between edgy and offensive, which you must keep in your mind.

- Any kind of violation of these regulations, will result in disqualification.

Note: Submission has to be done to wartexdata@gmail.com latest by 29th Oct, 2022.

Judgment Criteria:

- Creativity
- Humor
- Resource Management
- Skills Used - 3 marks

Event Heads:

Arnav Kumar

+91 9667212970

Hitarth Sharma

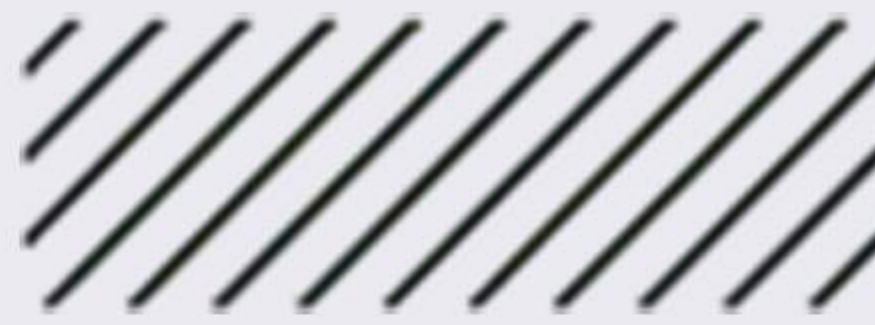
+91 9999557469

Sarthak Rana

+91 8920033037



ADOBE CHALLENGES



//Challenge 1:
Education in the Metaverse Challenge
[ONLINE]

Eligibility: VI - XII

Teams per School: 1

Team Members: 1

Theme: Augmented Reality, Virtual Reality & Metaverse

GUIDELINES:

- A challenge for students to unleash their creativity & imagine how the Metaverse will reshape education through a fun video!
- Envision how you would like to learn and collaborate in the Metaverse.



- Share ideas on how immersive technologies like AR, VR and the Metaverse can transform education and learning for students and the different possibilities it unlocks.
- Create an interesting video of not more than 3 minutes with your vision for education in the Metaverse. The video should be created using Adobe Express.

Here are some ideas to kickstart your creativity:

- How do you envision Education in the Metaverse to be?
- How would your ideas transform student learning experience from what it is today?
- How would education become cooler?
- Would Metaverse make education more accessible?
- You are encouraged to use relevant graphics, images, video clips to make your video stand out

Steps to Participate:

1. First register for the challenge on this registration form. You will be provided added access to Adobe Express Premium version once you register.
2. To participate, create an account on www.leadzworld.com as a student.
3. Login to the platform and enroll for the Education in the Metaverse challenge.
4. Once registered, go to your Dashboard and submit your entry for the challenge.
5. Your submission should be in the form of a video not longer than 3 minutes using Adobe Express.

Judgment Criteria:

- Creativity
- Innovation
- Visual Aesthetics
- Relevance

//Challenge 2: Digital Citizen Safety Challenge [ONLINE]

Eligibility: VI - XII

Teams per School: 1

Team Members: 1

Theme: Digital Safety

GUIDELINES:

- Create a poster or webpage using Adobe Express to explain a topic related to digital safety.
- Staying safe in the digital world is a much needed skill today.
- As part of this challenge students are required to create awareness on a key topic on Digital Safety through a poster or webpage.



Students can pick from one of the following topics:

- Clickbait
- Digital footprints
- Cyberbullying
- Fake News
- Digital Wellness
- Digital Etiquettes

Students are encouraged to create the poster/webpage using Adobe Express.

Steps to Participate:

1. First register for the challenge on this registration form. You will be provided added access to Adobe Express Premium version once you register.
2. To participate, create an account on www.leadzworld.com as a student.
3. Login to the platform and enroll for the Digital Citizen Safety challenge.

4. Once registered, go to your Dashboard and submit your entry for the challenge.
5. Your submission should be in the form of a poster or webpage using Adobe Express. You can upload your poster directly as a PDF or the link to your poster or webpage.

Judgment Criteria:

- Creativity
- Innovation
- Visual Aesthetics
- Relevance



THE GAME IS ON

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