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Matrix-Ecomm Symposium 2021-22

Declaration

Mount St. Mary's School, Delhi Cantt welcomes you to The Matrix Symposium 2021, to be held on 21st -22nd January 2022 on the Matrix discord server. Our aim is to provide students with an opportunity to demonstrate their knowledge, skills, and talents. In addition to providing new opportunities, a healthy competition can boost skills and creativity. With this firm belief, we are delighted to invite your school to participate in the Matrix Symposium 2021

Regards,
The Matrix-Ecomm Team.

The Matrix Has You.

Event Guidelines

1) All participants are required to join the discord server

<https://discord.gg/qwGGwU8E7F>

2) Participants found cheating/hacking/misbehaving/disrupting the flow of the event will be disqualified.

3) Registration link

(last date is 17th January 2022)

<https://forms.gle/537znNzRzY89SHib9>

Events

| S. NO | EVENT | ELIGIBILITY | NO. OF PARTICIPANTS PER TEAM | NO. OF TEAMS |
|-------|---------------------------------------|-------------|------------------------------|--------------|
| | ONLINE EVENTS | | | |
| 1. | Matrix Mindcraft (Cryptic hunt) | Class 6-12 | 1 | ∞ |
| 2. | Valorant | Class 6-12 | 5 (+1 substitute) | 1 |
| 3. | Hash Wars (Programming) | Class 9-12 | 1 | 2 |
| 4. | Quadravoxel (Minecraft) | Class 6-12 | 4 | 1 |
| 5. | Quizardry (Quiz) | Class 9-12 | 2 | 1 |
| 6.. | Surprise | Class 6-12 | 1 | 1 |
| 7. | En Passant (Chess) | Class 9-12 | 1 | 2 |
| | | | | |
| | OFFLINE EVENTS | | | |
| 1. | A/V SYNC (Video Editing) | Class 9-12 | 4 | 1 |
| 2. | Pixel Opus (Photography+Photoshop) | Class 9-12 | 2 | 1 |
| 3. | Zero Day (Hackathon) | Class 9-12 | 1-4 | 1 |

Matrix Mindcraft



Rules

1. This event is an individual event open to all students of a registered school.
2. All participants must join the discord server for Matrix Cryptic Hunt.
3. The link for the discord server can also be found under general guidelines.
4. Cryptic Hunt will span over 48 hours, commencing at **0000 hrs on 21st January**. All participants will have to try and solve as many stages as possible.
5. The platform for the hunt will be released on the day of the event.
6. On logging into their account, participants will land on the first question. They must solve the standing question to proceed to the next one.

Matrix Mindcraft



7. If two participants tie up at a level, the one who solved it first would be given preference.
8. All important information and hints for this event will be released subsequently on the discord server.
9. Cross teaming is strictly prohibited. If evidence is found, the participants indulging in cross teaming (among participants of same/different school) shall be disqualified.

Student Incharges:

- 1) Palash Gupta
- 2) Arhan Airy

Valorant



Rules:

- 1) This event is a group event open to all students of a registered school
- 2) If there are too many teams, selection will be on the basis of rank achieved by players
- 3) Identity proof will be asked at the time of match.
- 4) A 5v5 competitive match will be held with normal Competitive rules.
- 5) If you do not have 5 players in your team, or if for some reason a player is not available, you will be disqualified.

Valorant

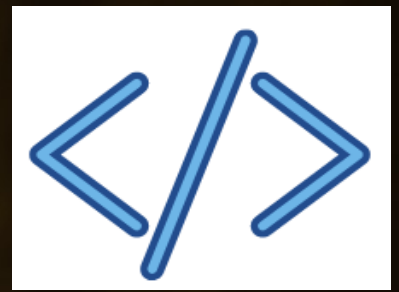


6) All matches up till semifinals will be BO1. Finals and semifinals will be BO3. Maps and sides will be decided on the basis of coin toss before the match

Student Incharges:

- 1) Viraj Chhikara
- 2) Prakhar Alok Semwal
- 3) Bhavay Yadav

HashWars



Rules:

- 1) There will be a preliminary round and the top 8 participants will move onto the final round.
- 2) Each round will consist of problems that the participants have to solve to gain points. They will be of 3 categories: Easy, Medium and Hard, with more points for more difficult problems.
- 3) The competition will be held on HackerRank and all participants must have HackerRank accounts.
- 4) The timing for the event will be disclosed on the event channel in the official discord server.

Student Incharges:

- 1) Palash Gupta
- 2) Yash

QuadraVoxel



Gamemodes:-

1. Bedwars:

Number of teams per school: 1

Party system: Squad (4v4)

2. Parkour:

Number of teams per school: 4

Number of players per team: 1

3. Maze:

Number of teams per school: 1

Number of players per team: 4

4. Build Battle Competition:

Number of teams per school : 1

Number of players per team : 4

NOTE: All gamemodes are included in the same event. If a team doesn't turn up for any one of the gamemodes they will not earn points for the respective event, hence chances for winning the Minecraft Event reduces. **[So, participate in all :)]**

QuadraVoxel



Rules

- 1) No external clients allowed (lunar, badlion, etc). Only vanilla, multimc and tlauncher.
Download the vanilla launcher from <https://www.minecraft.net> as the launcher in the microsoft store is severely broken and may cause trouble.
- 2) No hacked clients or external tools will be allowed of any sort. Any evidence of hacking will result in instant elimination
- 3) For slower PCs, performance optimisation mods may be needed, in which case here are a few suggestions:
 - Optifine (<https://www.optifine.net>)
 - The sodium mod running under fabric. (A custom modpack with all the features of optifine [zoom, dynamic lights] will be provided)

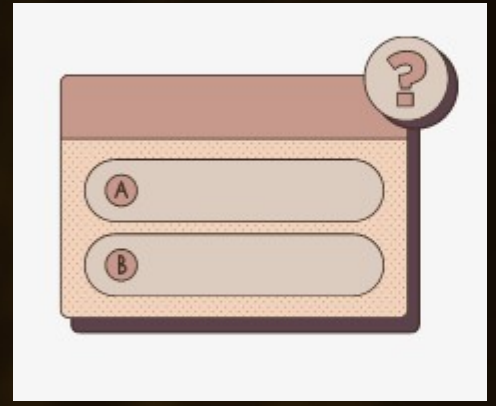


4) Misbehavior in the communication chats such as using profane language, or promotion will result in temporary mute from chat. Repeated violations will result in disqualification.

Student Incharges:

- 1) Rishabh Aggarwal
- 2) Ajay Dhalla
- 3) Saksham Lamba
- 4) Bhavay Yadav

Quizardry



Rules:

1) There will be two rounds (preliminary and finals). Number of teams qualifying for the finals will be announced on the discord server

2) Participants are required to have a laptop/desktop with a stable internet connection

All further details will be given on the discord server.

Student incharges

1)Navneeth Ramesh

2)Saksham Lamba

Surprise



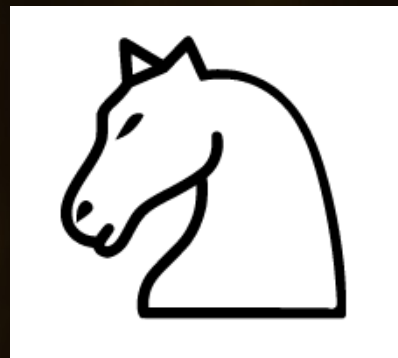
Rules:

- 1) There will be two rounds (preliminary and finals). Number of teams qualifying for the finals will be announced on the discord server
- 2) Participants are required to have a laptop/desktop with a stable internet connection.
- 3) **Note-** No special skills or knowledge are needed for the event.
- 4) The preliminary and final round will be conducted on 22nd January 2022

Students Incharge:

- 1) Saksham Lamba
- 2) Palash Gupta

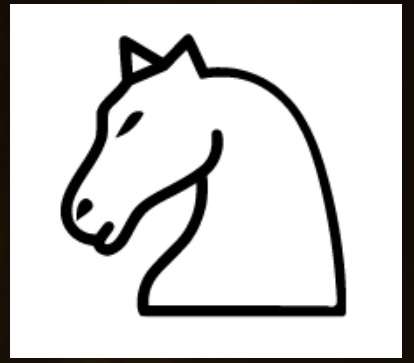
Chess



Guidelines:

- 1) The event will be conducted on <https://www.lichess.org> . Participants are required to have an account on lichess for the same
- 2) Any participant found to be using unfair means (such as usage of chess engines, consultation with any other person, etc) will be disqualified from the event.

Chess



Rules

1) Prelims:

The tournament format will be Swiss tournament on Lichess.org

Matches will be of 5+0 Blitz format (5 minutes initial time with no increment after each move)

Top 4 players will move on to the finals.

Event will be conducted on 21st January 2022.

2) Finals:

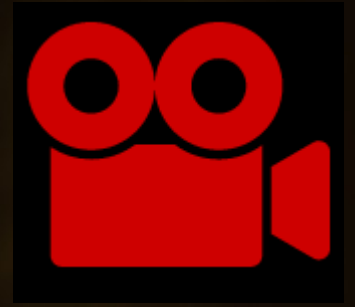
Details of the finals will be communicated on the discord server.

Event will be conducted on 22nd January 2022.

Student Incharges:

- 1) Saksham lamba
- 2) Eshaan Gupta
- 3) Rishit Rastogi

A/V Sync



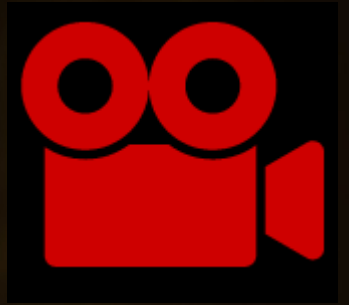
THEME:

A product will be provided on **18th January 2022** and the submission date is **21st January 2022**. The participants are required to make an advertisement for it. **Raw clips will also be provided.**

Rules:

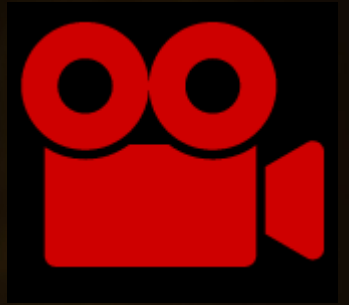
- 1) The edited video should be of minimum 2 minutes and not exceed 5 minutes.
- 2) The edited video must be mailed to the given email-id:
me2021video.editing.10@gmail.com
- 3) Along with the final edited video, all the raw clips used should also be mailed.

A/V Sync



- 4) Participants will be judged on the basis of their idea, A/V sync, and how coinciding their edited video is, with their respective themes
- 5) Your idea and commercial should be unique.
- 6) Copyrighted music is allowed.
- 7) Video duration: 2-5 Minutes
- 8) Plagiarized entries would be disqualified.
- 9) Allowed Editing Software:
 - Adobe Premiere Pro
 - Da Vinci Resolve
 - Final Cut Pro X
 - Lightworks
 - Adobe After Effects

A/V Sync

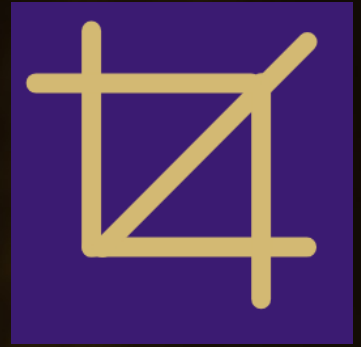


P.S. Cracked versions of the software are allowed. However, incase of any mishap or technical issue caused by the software, the Matrix Clan will not claim responsibility.

Student Incharges:

- 1) Eshaan Gupta
- 2) Prakhar Alok Semwal
- 3) Hans James

Pixel Opus



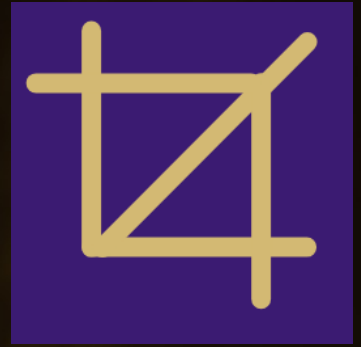
This is a one-of-a-kind event seen for the first time in the Matrix Symposium. Teams will shoot pictures based on the theme and create their work of art in the editing software of choice. Nothing holding you back, no strings attached.

Show us what you can do! Create your *Pixel Opus*!

Rules:

1) Since this is a show of photography skills too, No Automatic Camera Modes will be Allowed. Only manual photography is allowed. The choice of the camera is left on the participant. In case the participants are using a smartphone or a digital camera, they are advised to use the manual mode if available (most modern smartphones have inbuilt manual modes or can be made available with external apps). (In extreme case, a maximum of 2 stock photos will be allowed.)

Pixel Opus



2) The final edited photograph should be mailed on the given email-id:

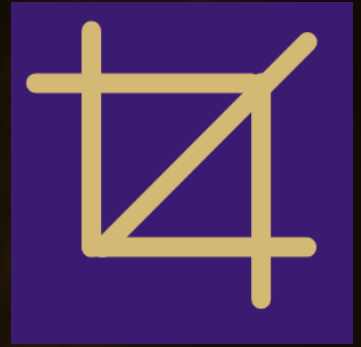
me2021photoshop.10@gmail.com

For submissions, the following must be submitted:

- All source photos in their unedited form (multiple images may be used)
- The project file as well as the name and version of the photo editing software used so that the project can be evaluated.

3) Any photo editing software is allowed, as long as the project file can be separately sent for submissions along with the exported image.

Pixel Opus



5) The theme will be given 4 days before(i.e **18th January 2022**) the submission date. (**Submission date is 21st January 2022**)

P.S. Cracked versions of the software are allowed. **However, incase of any mishap or technical issue caused by the software, the Matrix Clan will not claim responsibility.**

Student Incharges:

- 1) Eshaan Gupta
- 2) Rishabh Aggarwal

Zero-Day



Theme will be released on **18th January 2022, 0000 hours.**

Rules:

- 1) The teams will have to prepare a project (website/mobile app) on a theme.
- 2) The theme will be disclosed in the discord server for the event.
72 hours will be given for making the project.
- 3) There are no restrictions on using any external resources but excess plagiarism will not be tolerated.
- 4) Requiring a lot of installation of external resources for the project is allowed but not appreciated.

Zero-Day



- 5) The teams will have to commit their project to their own github repository and make a detailed README.md file.
- 6) The project should be submitted ON or BEFORE the deadline (**20th January, 2359 hours**). A grace period of 30 minutes (past the deadline) will be provided in case of technical difficulties. (submission date will be determined by last performed commit)

Students Incharge:

- 1) Palash Gupta
- 2) Navneeth Ramesh
- 3) Bhavay Yadav

Contact Info

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Arhan Airy - +91 98101 61121

Eshaan Gupta - +91 98104 02669

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