



**MOTHER'S GLOBAL SCHOOL**

*Gurukulam*

**C-BLOCK, PREET VIHAR, DELHI 110092**

**PRESENTS**



**DATE : 25TH OCTOBER , 2024**

# MESSAGE FROM PRINCIPAL'S DESK

Dear Madam/Sir,

We cordially extend an invitation to your esteemed institution to participate in "Technothon-3.0," the Inter-School ATL Fest, scheduled for 25th October 2024. This event is designed to spark enthusiasm for technology and Artificial Intelligence (AI) in the next generation of innovators.

Technothon-3.0 endeavours to foster creativity, design thinking, and computational skills among students, which are indispensable for acquiring the requisite competencies in the digital era. It offers a platform for presenting inventive ideas and projects, with the commitment to augmenting students' technological and AI skills, stimulating creativity, critical thinking, and problem-solving abilities, and instilling confidence and an entrepreneurial mindset in them.

We eagerly anticipate your institution's participation in Technothon-3.0 and trust that your involvement will contribute to the resounding success of this event.

Warm regards,  
ARCHANA MANOCHA  
(PRINCIPAL)

# GENERAL GUIDELINES

- To register for the event ,please visit our official website: “LINK”.
- The deadline for registration is 18th October 2024.
- Each event must be registered separately.
- Registrations will be accepted from schools only.
- Only registered participants are allowed to take part in the event, and only one team from each school is permitted to participate in a particular event.
- For further announcements and updates, participants are required to join the official Discord server: “LINK”.
- Participants must arrive at the school by 8:30 am.
- All queries will be addressed via the Discord server or email.
- The event in-charges hold the right to disqualify any school in case of rules violations.
- The judge’s decisions will be final and binding.

# EVENTS AT GLANCE

S.NO	EVENT	GRADE	MAXIMUM NO. OF PARTICIPANTS PER TEAM
1.	CIPHER QUEST (CRYPTIC HUNT)	9-10	2
2.	VALOR VORTEX (VALORANT)	9-12	5+1
3.	PITCH CRAFTER'S CHALLENGE (BUSINESS PITCHING)	11-12	4
4.	ROBO-KICK CLASH (ROBO-SOCCER)	9-12	3
5.	MACHINE CARNAGE (ROBOWARS)	9-12	3
6.	HACKATHON HAVOC (SR PROGRAMMING)	11-12	2
7.	CODE CRAFT CLASH (SCRATCH)	6-8	2

# EVENTS TIMELINE

● 20-21 October 2024 – Cipher Quest  
(Mode-Online)

● 21-22 October 2024 – Valor Vortex  
(Mode-Online)

● 25 October 2024 – Offline Events

1. Pitch Crafter's Challenge
2. Robo-Kick Clash
3. Machine Carnage
4. Hackathon Havoc
5. Code Craft Clash

# CIPHER QUEST

## CRYPTIC HUNT

Grade: 9–10

Maximum No. of participants per team: 2

Mode: Online

### DESCRIPTION

“Cipher Quest is an exhilarating cryptic hunt competition where teams decode puzzles and solve mysteries in a race against time to uncover hidden treasures.”

### RULES

- The duration of the hunt is 24 hours (i.e., 1 day).
- The hunt will start at 12:00 pm on October 20, 2024, and end at 12:00 pm on October 21, 2024.
- Clues can be anything, so keep your eyes open!
- All official updates and announcements during the hunt will be made on the Technothon 3.0 server. Teams are responsible for staying updated with these announcements.
- The organizers are not responsible for any technical issues (e.g., internet outages, device malfunctions) that participants may encounter during the hunt. Plan accordingly!



# VALOR VORTEX

VALORANT

Grade: 9 – 12

Maximum No. of participants per team: 5+1 (substitute)

Mode: Online

## DESCRIPTION

“Valor Vortex is a thrilling Valorant competition where teams clash in intense tactical battles for glory.”

## RULES

- Event dates: October 21, 2024, and October 22, 2024 (Timings will be updated on Discord).
- Brackets and match schedules will also be shared via Discord.
- All participants must join the Discord server to stay updated.
- The tournament will be conducted entirely online.
- Eligibility: The top 16 teams, based on their position in the prelims, will advance to next level of the competition.
- All registered teams will compete in a 'Standard Play' match to move on to the next stage.
- Excuses like poor internet connection or lag will not be accepted.

# VALOR VORTEX

## VALORANT

- The final two teams will face off in tournament mode to determine the champion (overtime will be enabled if necessary).
- Any use of unfair applications or hacks will result in immediate disqualification from the tournament.



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# PITCH CRAFTER'S CHALLENGE

## BUSINESS PITCHING

Grade: 11 – 12

Maximum No. of participants per team: 4

Mode: Offline

### DESCRIPTION

“The Pitch Crafter's Challenge is a competition inspired by the Shark Tank format, where students pitch innovative business ideas to a panel of judges, demonstrating creativity and entrepreneurial skills.”

### RULES

- Participants are required to develop a project, product, or service that offers a practical solution to an existing issue. The solution should demonstrate creativity, innovation, and originality.
- Any form of plagiarism will lead to disqualification.
- Participants are advised to bring any necessary electrical equipment and tools at their own discretion.
- Participants must pitch their projects in the form of a presentation outlining the key details. The presentation should be 4–5 minutes long.

# ROBO-KICK CLASH

## ROBO-SOCCER

Grade: 9 – 12

Maximum No. of participants per team: 3

Mode: Offline

### DESCRIPTION

“In Robo-Kick Clash, teams create robots to play soccer, focusing on strategy and teamwork to score goals and outmanoeuvre opponents in fast-paced, competitive matches.”

### RULES

- Participants must build their own bots before the event.
- Two bots per team are allowed, one acting as the player and the other as the goalkeeper.
- The bots must not be bigger than 30x30x30 cm.
- The Maximum weight allowed is 6 kg.
- Voltage: 12 volts (DC adapters/batteries).
- The wires must be at least 5m long.
- Pre-made or store-bought bots and kits are not allowed.
- The match will be played with a tennis ball.
- Power extension boards will be provided.
- Bots can be controlled either with wires or wirelessly. A power socket will be available if needed.

# ROBO-KICK CLASH

## ROBO-SOCCER

- Bots cannot have any dangerous or weapon-like parts. However, they may have a mechanical arm or head to push the ball forward. The organizers reserve the right to disqualify any robot deemed unsafe.
- Robots may be repaired by the team during breaks between each round.
- Participants should bring the necessary tools and equipment (such as batteries, chargers, etc.) according to their own needs.
- Gameplay:
  1. Participants must control their bots to push the ball into the opponent's goal to score points.
  2. Teams will compete in multiple rounds to qualify for the finals.
  3. Any intentional damage done to the opponent's bot will be considered a foul and may lead to disqualification.
  4. In the case of wired controllers, participants are required to hold their wires to ensure they do not touch the ground and cause unintentional jams.

# MACHINE CARNAGE

ROBO-WARS

Grade: 9 – 12

Maximum No. of participants per team: 3

Mode: Offline

## DESCRIPTION

"Machine Carnage" is an electrifying robowars competition inspired by "BattleBots," where teams unleash custom-built robots in intense battles for the champion title!

## RULES

- All robots must be controlled wirelessly or via wires from outside the arena.
- Voltage: 12-24 volts (DC adapters/batteries).
- Dimensions: 50x50x50 cm.
- Weight: Maximum 15 kg.
- The wires must be at least 5m long.
- Participants must bring their own DC adapters for their robots.
- The use of mechanical weapons is allowed, but chemical weapons are prohibited.
- Ready-made kits are not allowed.
- Robots may be repaired by the team during breaks between each round.
- Swapping of robots or repairing them during an ongoing round is not allowed.
- Participants are expected to bring all necessary tools and equipment required for the maintenance of their bots between rounds.

# HACKATHON HAVOC

SR. PROGRAMMING

Grade: 11 – 12

Maximum No. of participants per team: 2

Mode: Offline

## DESCRIPTION

“Hackathon Havoc is a fast-paced programming competition where teams solve a set of real-world problems using Python within a limited time frame.”

## RULES

- Software: Any programming software
- Participants will face coding challenges in the Python language.
- All participants will receive the same set of problems to solve.
- Teams that complete the tasks in the shortest time will rise up the leaderboard.
- Participants are not allowed to use the internet during the competition. Only offline resources (books, notes, etc.) are permitted for reference.
- Participants must bring their own laptops, chargers, and any other necessary items at their own discretion.



# CODE CRAFT CLASH

## SCRATCH

Grade: 6 – 8

Maximum No. of participants per team: 2

Theme: Eco-Warriors: Build a game focused on environmental conservation, where players complete challenges to save endangered animals or clean up pollution.

Mode: Offline

### DESCRIPTION

“Code Craft Clash is a dynamic Scratch game development competition where participants create innovative games based on a specific theme, showcasing their coding skills and creativity.”

### RULES

- Each team consists of 2 participants who will collaborate to build the game on Scratch.
- The game must be based on the given theme.
- Participants will not be allowed to use the internet during the competition.
- Each team must prepare a 3–4 minute presentation explaining and demonstrating the functionality of the game.
- Games will be judged based on creativity, functionality, adherence to the theme, and presentation skills. Bonus points will be awarded for unique game mechanics or features.



# FOR QUERIES:

Discord server: [Link](#)

E-Mail:

[technothon@mothersglobal.in](mailto:technothon@mothersglobal.in)

Register through our website:

[Link](#)

Follow us on Instagram:

[Link](#)

Teacher Incharge:

Mukul Kumar: +91 6284 903 262

# CONTACT US

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