



PROJECT **BETA 6.0**



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Sanskriti School

12th July 2022

Dear Principal,

On behalf of the students and faculty, we, at Sanskriti School, invite you to our 6th Annual Symposium on Technology and Entrepreneurship, ProjectBeta 6.0, organized by the school's eponymous club on Saturday, the 13st of August.

Sanskriti School's very ethos is "Knowledge is Liberation", a motto that manifests itself through the myriad of clubs present at Sanskriti. One such club that propagates this motto is ProjectBeta.

Tracing its humble roots to a small group of talented individuals in 2013, ProjectBeta has since then matured into a diverse team that has worked in tandem to inspire, organize and lead countless events and competitions to success.

With over 40 incredibly talented members, the club has represented the school in various competitions and has grown to become one of the finest clubs of its kind in New Delhi.

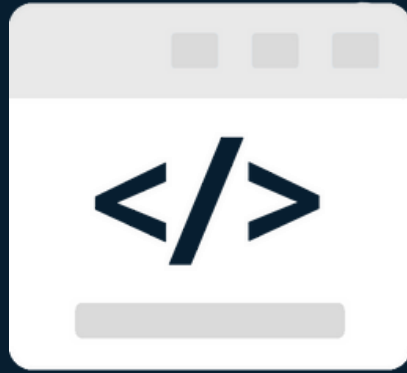
Taking the legacy forward, we look forward to your continued support and enthusiastic participation to make the day a great success.

Thanking you

Yours sincerely,

Mrs. Richa Sharma Agnihotri
Principal

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A sandbox web-dev competition with challenges handpicked by ProjectBeta's premier web dev department.

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Function Overload

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A clash of creativity in which participant teams compete to create the best piece by completing an unfinished specimen of a classic genre.



Design Syndicate

A distinct competition that involves a mix of skills such as designing, a/v editing and pitching along with collaboration among participants.



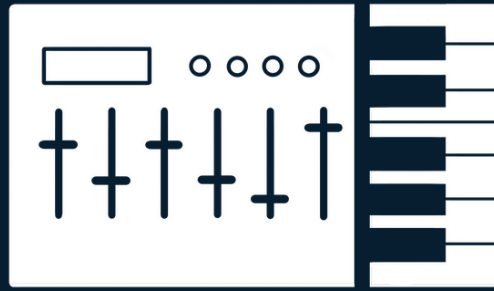
BetaTest

Explore the depths of the Internet in search of answers to mind boggling questions. Strap in for an epic adventure!

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ProjectRemix

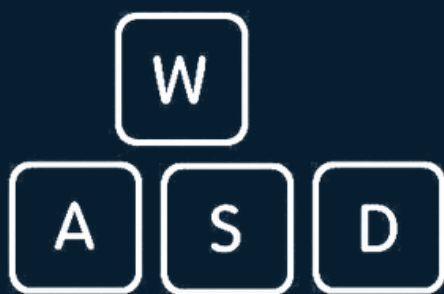
Our audio engineering event that brings out the inner DJ you always wanted to be.



Authority_450

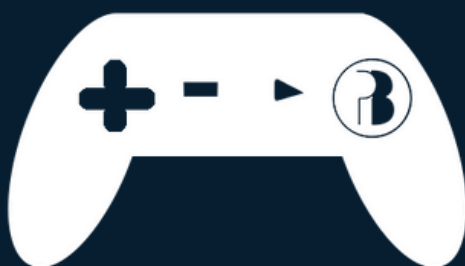
Authority_450 is a clash of creation in which teams compete to create an AI that rules over the rest. A battle of intelligence, over a board, warriors moving arms in arms.

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Side Quest

A Valorant 5v5 event which tests your reflexes, mechanical skill and strategy. Cooperating with your allies to achieve perfection will prove to be the difference between victory and defeat, in a competition where only the best team can prevail.



Dual Wield

A clash of dual teams fighting for the top positions and emerging as a Chad.

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64Wit

An enriching quiz based on recent technological events and general questions on technology and entrepreneurship.

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It's Debatable

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A battle of words with interjections that will put your knowledge, thinking, and oratory skills to the test.



- The competitions will be held in **hybrid** mode.



- The schedule of the prelims which will take place between 7th and 12th August will be put up on the official Discord channels.



- The decision of the judges will be final and binding.



- Registrations will be done online through the form which can be accessed at [ProjectBetaRegister](#)



- Upon confirming the attendance, the team will be receiving the credentials to the official ProjectBeta 6.0 Discord. The teams will be awarded points for participation, securing top positions, and clearing levels at BetaTest.



- The team with the highest aggregate will be awarded the overall trophy.



- The last date for confirming attendance is 5th August.



- Schools are required to participate in a minimum of 3 events.



- Schools are required to send at least one team for each event that they wish to participate in.



- The top 3 winners of each event will be awarded merit certificates



- Participants are allowed to contest in more than one event provided the events don't clash.



- Registration by individual candidates is permitted.

Participants Per Team: 2

Eligibility: Grade 9 - 12

Teams per School: 2

Mode: Online

The participants will be given a topic on which they will have to create a website.

On the first day, the topic/theme on which the website has to be made will be released.

Participants are expected to start working on their website as soon as the topic is released.

Participants will have the next 2 days after that. They are expected to host their site on any free hosting site (Netlify, Github, Heroku, Hostinger etc.) within 72 hours.

The event will span over 3 days.

Regulations:

- The participants are allowed to take help from online sites (W3Schools, StackOverflow), however there are restrictions on using online tools/templates from other sites (Use of Wix, Colorlib readymade templates, direct code from CodePen etc. is prohibited.)

HyperText{x}

- Participants are expected to create a fully functioning frontend. The site only needs to be designed via coding and not be backed up by the dynamic functionality. For ex. the forms and login on the website don't need to work but if they do, and are connected to a fully-fledged database, extra points will be awarded.
- Participants can use libraries and frameworks such as React, Vue.js, AngularJS
- If the Participant is unable to host the site, they can send a .zip folder to the ProjectBeta email.
- Finally, the link to the hosted webpage has to be sent personally to the HoDs via WhatsApp.

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Participants Per School: 1

Eligibility: Grade 9 - 12

Mode: Offline

Competitive Programming:

- Participants will be given a set of problems to solve. They will be given 2 hours to solve as many problems as they can.
- Each problem will be assigned a certain number of points.
- It will take place on Hackerrank.
- All available languages on Hackerrank are accepted, refer to:
<https://support.hackerrank.com/hc/en-us/articles/115007990608-Supported-Programming-Languages>

Judgement criterion:-

- Each problem will have points assigned to them. The final result will be based on the final sum of points accumulated by the participants.
- In case of a tie, the participant with more solved problems will be ranked higher.

Function Overload

- Plagiarism of any kind will not be tolerated and will result in immediate disqualification.
- Note that this is an individual event, therefore participants are not allowed to team up.

Function Overload

Participants per team: 3 - 5

Eligibility: Grade 8 - 12

Teams per school: 1

Mode: Prelims - Online

Finals - Offline

The event will take place in 2 stages.

Stage 1:-

Participants will be given a fictional event description and will be required to complete the following tasks:

Task 1: To edit a promotional video 60-90 seconds long. The videos for the same may be outsourced by the participants.

Format: .mp4 or .wmv, source file and a text file accrediting the chosen clips/music/sound effects.

Task 2: To create 2-4 flyers and a video thumbnail for the aforementioned promotional edit.

Format: .png and source files

Task 3: To submit a design guide explaining their design scheme and elaborating on the same under 10 minutes.

Format: .ppt or .pdf

Stage 2:-

Participants will be given a topic on the spot, based on which they will have to complete the following tasks:

Task 1: To edit a video from the clips provided. The music and sound effects may be outsourced by the participants.

Format: .mp4 or .wmv, source file and a text file accrediting the chosen clips/music/sound effects.

Task 2: To create 2-4 flyers and a video thumbnail for the aforementioned promotional edit.

Format: .png and source files

Task 3: To submit a design guide explaining their design scheme, and elaborate on the same under 10 minutes.

Format: .ppt or .pdf

Note:

Deadlines must be strictly adhered to. Delay in submission will lead to disqualification.

Decisions taken by the judges are final, and will not be up for debate.

Participants per team: ∞

Eligibility: Open to all

Teams per school: 1

Mode: Online

BetaTest is Projectbeta's flagship cryptic hunt event. The schools have to make their way through multiple levels to reach the top of the leaderboard.

Not all levels are equal, some might be worth more points than others, and the winner is decided by the points, not the level.

Each level will contain a question either in the form of text or a link or an image. Hints (text/link/image) may be provided as well to help the participant.

Rules:

- Answers must always be in lower-case, alphanumeric and contain no spaces. Special characters are not allowed. For example, if the answer is "Lxy giu /(.*?)?/", you would type it in as "lxygiu".
- Every clue in the question is important. If it wasn't important, it wouldn't be there.

BetaTest

- Spamming admins or other participants may lead to your disqualification.
- Team play, answer sharing, hint sharing and collaborating with other competitors in general is not allowed and any such evidence can lead to disqualification.

Participants Per School: 1

Eligibility: Open to all

Mode: Online

Contestants would be provided with samples of 5 different songs. They would be required to create a mashup using at least 3 samples.

They will have to make a track with the given chord progression and audio files as the fundamental musical structure for the track.

Software allowed: FL Studio

The track must be at least more than 75 sec long, with a drop.

Participants must send the project file (.flp file) along with the samples and final exported audio (preferably .mp3 or .wav file)

The finished audio piece would be judged based on the creativity and clarity of the mix.

ProjectRemix

Participants per team: 3 - 5

Eligibility: Grade 9 - 12

Teams per school: 2

Mode: Prelims - Online

Finals - Hybrid

The event topic will be released on the first day of 6.0, participants will be given a whole week to prepare their AIs. The results will be given on the 13th in the Venue.

Participants will be restricted to Python.

Participants will also be required to submit a document that contains information about how the AI works and the Technologies or References used.

All communication with the in charges will be done on the ProjectBeta Discord Server, any queries will be answered there only.

Judgement Criterion:-

- You will be graded on The Performance of your AI on the last day on the basis of:

- Speed
- Accuracy
- Flexibility
- Code Originality
- Optimisation
- Documentation

Any plagiarism found will result in instant Disqualification.

Teams per school: 1

Eligibility: Grade 9 - 12

Participants per team: 5

Mode: Online

General Rules:-

- The use of cheats or third-party software that provides an unfair advantage will result in disqualification of the team.
- Respect all other participants.
- All participants are expected to be punctual.

Valorant:-

Prelims:

- Custom Deathmatches
- One member from each team will compete in the deathmatches and the top 4 players of each death match will qualify for the next deathmatch session.
- The top 8 players of the final deathmatch will qualify for the final main event, in which they will play with their team.

Main Event:

- 5v5 on valorant.
- Only 1 match will be played for qualification into the next round.

Side Quest

- No restrictions on agent selection.
- Regular competitive rules.
- For map selection, a veto system will be done.
- It will be in a knockout format.
- The finals will be a best of 3.

Side Quest

Teams per school: 1

Eligibility: Grade 9 - 12

Participants per team: 2

Mode: Online

Consoles: Xbox, Playstation Nintendo Switch

Games:-

- Fall guys (Prelims)
- Rocket League (Finals)

Event Rules:-

- All games must be recorded.
- Use of vulgar language is prohibited at all times.
- Any participant found misbehaving will be disqualified.
- All participants are expected to be punctual.
- The use of hacks or mods will result in the disqualification of the team.

All details will be posted on Discord before the event.

Dual Wield

Participants per school: 1

Eligibility: Grade 9 - 12

Mode: Prelims: Online

Finals: Offline

- The quizzing department will be conducting a stimulating quiz based on recent technological events and general knowledge of technology.
- The event would be conducted in 2 rounds.

Preliminary Round:-

- On the google meet, the event heads will be presenting slides with questions on them for a set amount of time, after which they will move on to the next slide with the next question.
- The questions will not be repeated beyond the given time frame as the quiz is time bound to test speed and accuracy.

- A google form will be shared with the participants in which they must write the answers against the question numbers. [Note that the questions will only be shown on the slide and not be available on the google form.

Final Round:-

- The finals would be offline and would follow the general quizzing procedure. (no external help, no speaking out of turn, no use of internet).

There will be no negative marking. Each correct answer will gain the assigned number of points and wrong answers will fetch zero points.

Top 3 scorers will be declared the winners of the event.

Participants per school: 2

Eligibility: Grade 9 - 12

Mode: Preliminary round - Online
Final round - Offline

This is an individual event.

Preliminary round:-

- Participants are required to speak either for or against the motion.
- Participants are required to submit a video of themselves speaking either for or against the motion.
- The duration of the video must not exceed 120 seconds, and the participant should be clearly audible and visible.
- Participants are required to submit their video in the form of a drive link by 10th August using the given form:
<https://forms.gle/89fmeJ6zgev51RGcA>

The topic will be released on 7th August 2022.

It's Debatable

Final round:-

Participants will be given 30 minutes to prepare.

Participants will be required to give:

- 45-second opening statement
- 90-120 seconds of main content
- 45 seconds closing statement

All participants will be questioned by the judges.

Interjections from the participants are not compulsory but are preferred.

It's Debatable

DATES	7/8/2022	8/8/2022	9/8/2022	10/8/2022	11/8/2022	12/8/2022	13/8/2022
Hypertext{}		Prompt released(2359 hrs)			Submission closes (2359 hrs)		
Function Overload							Event 10AM onwards
Designathon		Prelims Prompt released		Prelims submission	Prelims results; finalists announced Finals prompt released		Offline presentation and results
Dual Wield	Prelims details released	Prelims			Quarter and Semi Finals	Finals - 4PM onwards + Winner declared	
Side Quest	Prelims held 3PM onwards	Matches start 3PM onwards on all days	Matches continue	Matches continue	All remaining matches other than 3rd place and finals	Finals[B03] + 3rd place 3PM onwards	
It's Debatable	Prelims prompt released			Prelims submission 11.59 pm			Finals 10AM onwards
Project Remix	Prelim Prompt release		Prelim submission 11:59pm	Final prompt 10pm		Submission 11:59pm	
Authority_450	Release of Preliminary Prompts + Guidelines					Submissions close (23:59)	Offline Presentation and Results
BetaTest			Hunt begins - 00:00:00 hours	Hunt ends - 11:59:59 hours			Final winners and leaderboard declared
64Wit			Prelims				Finals 11:00 hrs onwards

With 6.0, we'll be on our best to proceed with the given schedule however, there can always be unavoidable circumstances which may cause unwanted delays.

Schedule

Name	Designation	Contact Number
Simar Tandon	President	+91 9871599988
Aadi Jain	Vice President	+91 9773500570
Adit Magotra	Club Secretary	+91 9958877036
Anuja Mittal	Head of Computer Science Department	+91 9953950743

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To know more, visit projectbeta.club

Contact Us

