MineVerse – Rules & Regulations

Team Structure

* Each team must consist of 2 to 4 members.
* All team members must be from SRMIST and must be registered before the event.
* One member must be designated as the team leader for communication.

Phase 1 – Resource Collection

* Teams will solve various coding challenges to earn virtual resources.
* Types of challenges may include:
  + Data Structures & Algorithms
  + SQL/Database Problems
  + Frontend Debugging/UI Fixes
  + Python Problem Solving
* Each problem type will be mapped to a specific in-game resource (e.g., wood, stone, sheep).
* More problems solved = more resources earned.
* Exact mappings will be disclosed during the event briefing by the Tech Domain.
* All problems are time-bound and must be completed individually or collaboratively within your team.

Phase 2 – Build Your Empire

* Teams use the resources earned to construct digital empire elements such as:
  + Startup Nodes
  + API Bridges
  + AI Labs
  + Tech Hubs
* Each structure has a specific resource cost and points value.
* Turns are taken in a strategy-based format, with a time cap for each decision.
* The first team to reach 15 points wins the game.

Gameplay Mechanics

* Resource Trading: Teams may negotiate and trade resources with others during the game. All trades must be mutual and declared to the game masters.
* 3-for-1 Conversion: Any 3 of the same resource can be converted into 1 resource of choice.
* Trading and conversion actions must be performed only during your team’s turn.

General Rules

* No late entries will be allowed once Phase 1 has started.
* Use of AI tools (e.g., ChatGPT, GitHub Copilot) or outside help is strictly prohibited.
* Any form of plagiarism, cheating, or malicious behavior will result in immediate disqualification.
* Participants must maintain professional and respectful behavior throughout the event.
* Decisions taken by the event organizers and game masters are final and binding.

What to Bring

* A charged laptop with a browser, coding tools, and editors installed.
* SRM Student ID
* Optional: Notepad and pen for quick planning
* Most importantly, bring your team spirit, logic, and creativity!

Note: The actual resource mappings, structure values, and full gameplay instructions will be explained by the Tech Domain Team during the event’s orientation session.