

## TECHYON ~ ENIGMA ~ RULES ~ 2024

Event Name: ELECTRONIC ARTS

Sponsored By: Emy Vaz

Venue:

Time:

Prize:

1. 4k
2. 2k

Total = 6k

Coordinators:

1. Ritika Naik - 9881500659
2. Astha Joshi - 88620 38127

Rules:

- 1)The Theme for this event is “Wired Wilderness: Where Innovation Runs Wild ”.
- 2)Under this Theme the participants are required to make a small miniature representation or diorama of any space related model.
- 2)This is exclusively open to the students of the ECOMP department.
- 3)The team should consist of a maximum of THREE participants.
- 4)The size of the artwork cannot exceed more than 50×50×50cm.
- 5)The Circuit Diagram used in the Electronic Art should be displayed.
- 6)The usage of various electronic components are allowed,including LEDs,LED panels,sensors and any other components that will enhance the artistic brilliance of the Artwork.

7)The circuit should include at least an IC and/or a Microcontroller.

8)Participants must be present at the designated class/lab before the events scheduled start time;failing to do so will result in disqualification.

9)There is no entry fee.

Registration Link:

<https://forms.gle/gWh8X82uzjTvrWp96>

**Event Name: ESCAPE ROOM**

**Sponsored By:**

**Venue:**

**Time:**

**Prize:**

1. 6k
2. 4k

Total = 10,000

**Coordinators:**

1. Mohammad Kaif - 8830251246
2. Aman Bhandare - 9359244086

**Rules:**

- 1) During the time of the event all your electronics like phones, watches etc would be confiscated.
- 2) Each team will be accompanied by a coordinator who will guide you and time you.
- 3) Each team will get maximum 20 mins(which MAY BE subjected to change) to solve all the tasks. The team that manages to finish all the tasks in the shortest duration shall be claimed

as the Winners.

4) The escape room comprises of 5 levels and a total of 6 task. In which 1 task will be related to coding (basics) 1 task will be related to electronics (basic circuits) and rest would be mind challenging puzzles!

5) The teams will be provided with a total of 3 hints but use your hints wisely as each hint will add 5, 10 and 15 seconds to your total time respectively!

6) Cheating in any form or Damaging the props or college property will lead to immediate disqualification and the team would be liable to the damage cost.

7) Teams that have registered and not paid yet, kindly do so by tomorrow. Teams Failing to pay by tomorrow will not be allowed to participate.

8) Required instructions for some particular tasks would be given on the spot!

9) It is the team's responsibility to listen to the rules properly, given by the coordinators. Final decision shall be made by the coordinators.

10) Results will be declared at the end after the completion of the Event

Registration Link:

<https://forms.gle/bXSsQfSsLfqnP3S7>

**Event Name:** Code Safari

**Entry Fee:** ₹150 per team

**Sponsored By:**

**Venue:**

**Time:**

**Prize:**

1st : 7k

2nd: 3k

Total :- 10k

**Coordinators:**

Fayaz Khan - 9209352504

Rhugved Dangui – 8805218288

Tanmay Desai -9860997932  
Sujal Bandodkar – 8668768378  
Sanket Rotangar- 7972804124

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### Rules:

1. A team can consist of a maximum of **2 participants**.
  2. Participants must adhere to the time limits set for each round.
  3. Use of external resources during rounds is strictly prohibited.
  4. Judges' decisions will be final and binding.
  5. Teams must arrive at the venue at least 15 minutes prior to the event start time. Late arrivals may result in disqualification.
  6. **Any arguments or disagreements with coordinators may result in immediate disqualification.**
  7. Entry fee is **₹150 per team**.
  8. The event consists of three rounds, each testing different aspects of programming and problem-solving.
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### Rounds:

1. **Round 1: MCQ and Logical Reasoning Round**
    - This round will test participants on multiple-choice questions (MCQs) covering topics related to C programming, C++, and Python.
    - Participants need to demonstrate their knowledge of programming concepts and problem-solving abilities.
  2. **Round 2: {TO BE ANNOUNCED}**
    - Details about this round will be revealed during the contest.
    - Participants should be prepared for an engaging and challenging experience.
  3. **Round 3: Coding Round**
    - The final round will consist of solving a set of programming problems. Contestants can use any programming language they prefer.
    - The problems will vary in complexity, with more points awarded for solving more difficult problems.
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### Evaluation Criteria:

1. **Test Cases:**
  - Each program will be tested against a set of predefined test cases.
2. **Scoring:**
  - Full points will be awarded for programs that pass all test cases.
  - Programs that fail to meet the expected output will receive zero points.

- In case of a tie, partial points will be awarded based on the number of correct test cases passed and time of submission will be considered.
3. **Results:**
- After all rounds, the final scores will be tallied, and the top performers will be declared the winners of the contest.

Registration Link:

<https://forms.gle/TNUB9JpkdKmhpQZz9>

**Event Name: Wild Lens**

Date: 18/10/2024

Venue: PCCE CREMUX

Coordinator:

Sharv Shetye - 9503577482

Anish FalDesai - 8999326750

Entry fee: 100rs

Rules:

1. Topic will be given on the spot.
2. Time limit is 2hrs.
3. Colour Grading is allowed.
4. Both edited and unedited photos should be submitted.
5. Judging criteria: creativity, storytelling, Creativity in Post-Processing, and Overall Impact.

Registration Link:

<https://forms.gle/DV6TtNNDwJmpVSn9>

**Event Name: Reel into the Wild**

Coordinator:

Sharv Shetye - 9503577482

Anish FalDesai - 8999326750

Entry fee: 150rs inclusive

Rules:

1. Duration within 90 secs.
2. Ensure that your content is suitable for all audiences and do not contain offensive or inappropriate material.
3. The reel can feature a single individual or a team.
4. The reel will be uploaded on our Instagram page.
5. Judging criteria: content, likes , cinematography, relevance to the theme.

Registration Link:

<https://forms.gle/rtBnpXwhj21F5wJY9>

Event Name: Reel Making Competition ft.Content Creators

Coordinator:

Sharv Shetye - 9503577482

Anish FalDesai - 8999326750

Entry fee: 100rs

Description:

Workshop Title: "Growing with Instagram: The Art of Content Creation and Influencer Success"

Join us for an exclusive workshop where we'll dive into the world of Instagram content creation and influencer marketing. Our expert speakerS, a renowned Indian content creator, will share their inspiring journey, valuable insights, and practical tips.

Registration Link:

<https://forms.gle/rtBnpXwhj21F5wJY9>

Event Name: Design With Canva: monkeys masterpiece

Sponsored by: Vinsan World

Date:

Venue:

Coordinators:

Inamul : 86009 65149

Prachi Kalekar- 93229 04347

Prize:

- 1) 5k
- 2) 3k

3) 2k

Total :10k

**RULES:**

- 1) Participants are not allowed to use free Templates.
- 2) Only free version of canva is allowed
- 3) Use of mobile phones during the entire period of the contest is prohibited.
- 4) Participants cannot cheat or copy from other participants. Doing so will result in disqualification.
- 5) Participants will be judged on the judging criteria given below. (Visual appeal, Relevance to the Theme, Creativity, Presentation skills, Colour harmony)
- 6) Topics will be given on the spot.
- 7) Participants should stick to the topic given to them.
- 8) Participants must finish the assigned task within the time limit.
- 9) The Time limit is 2 hrs.
- 10) No extra time will be given.
- 11) Students should adhere to the rules and cooperate with the coordinators.
- 12) Any decision made by management is final
- 13) Total number of participants (if any): Individual Participation
- 14) Final decision shall be made by the coordinators.

Registration Link:

<https://forms.gle/1ixQn5u9fcGgnDfX9>

Event Name: Line Follower

Date:

Coordinators:



Sufiyan Munshi - 8668604717

Vipul Talekar - 76668 51512

Prize:

1. 8k
2. 4.5k
3. 2.5k

Total: 15k

Entry fee: 150 Rules:

1) Bot specifications

The overall specifications of the bot must not exceed the following (including tolerance) : 28 cm in length

22 cm in width,

20 cm in overall height

5 kg in total weight.

No lego and ready made bot.

Max voltage 12V

2) A team can comprise of a maximum of 4 members.

3) The competition will be of 2 rounds. Round 1 shall be a qualifier round and round 2 shall be the final round. \*

4) In round 1, each team will give 2 time trials. Least time and with best out of 2 given trials will be judged upon.

5) For the 1 st trial a test run of 3 Mins will be given after which, immediately 1 st time trial will follow.

6) Team can give 2 nd and Final trial immediately after 1 st or later in the competition . There won't be any TEST RUN for 2 nd trial.

7) The bot must cover the entire track within 4 min minutes to qualify for the final round \*

8) Any shortcut paths and deviation from the main line will lead to placing of the bot back to the nearest check point. Coordinators decision will be counted as the final.

- 9) In case if no bot is able to complete the track in given time, bot covering maximum checkpoint in minimum time will be shortlisted for the final round.
- 10) Width of the line will be 3cm. The participants shall be informed in prior by the event coordinators if there is any change in the width of the line.
- 11) The Line Follower Bot must be fully self-contained and must not be externally operated by wire or remote radio control during the course of the race.
- 12) Before commencement of the actual racing, the teams will be allowed to test their bots on the track but only for limited period of time as decided by the coordinators \*.
- 13) Once the bot is placed on the track, a maximum of 8 touches will be allowed to reset the bot on the right track and a penalty of 5 sec per touch shall be added to the total time.
- 14) Winner shall be the group which finishes the track in the shortest time. In case no team manages to finish the track, then the prize shall be given to the team who completes most part of the track in shortest time and with minimum touches.

Registration Link:

<https://forms.gle/vxURWRTKFYaDMasVA>

**Event Name: Code Quest**

**Sponsored by: SJ innovation**

**Date:**

**Prizes:**

1. 4k
2. 2k

**Coordinator: Aman Bhandare - 93592 44086**

**Abhijeet Singh - 94210 98900**

**Rules:**

- The contest will be held on November 9th 2023 in the L14 & L15 classrooms on the first floor. Contestants should meet at 1:30 pm for a brief introductory talk.

- Only individual participants will be allowed to compete. All contestants are required to present a valid student identification card.
- Contestants cannot bring any notes or textbooks to the contest room.
- Coordinators will be assigned to observe teams throughout the contest and report any problems and/or violations of the rules to the Head Coordinator.
- Using the internet is strictly prohibited throughout the contest. Anyone found doing so shall be disqualified.
- Kindly note that each participant should carry their own laptop for Round 2 and 3

### **Round 1: Quiz**

1. The Quiz Contest will take place on November 9th starting at 2:00 pm.
2. The contest will consist of a mix of multiple choice questions related to C programming language.
3. Duration of the round will be 25 minutes.
4. The contest will be overseen by two judges whose decision in all matters is final.
5. Top 15 contestants will qualify for the next round. ( Incase of draw between two people, timing will be considered)

### **Round 2: Debugging Round**

1. Round will start at 2.45pm.
2. It will consist of debugging questions.
3. Contestants are expected to debug and make the code run.
4. Top 5 contestants based on timing will go to the next round.
5. Round duration: 30 min.

### **Round 3: Programming Round**

1. Contestants should have a C compiler installed on their system.
2. Individuals may submit only a single solution to each problem. Once submitted they may not be changed!
3. Individuals may not seek hints and/or ask for leads during the contest. They may, however, submit questions about procedure and/or clarification, in writing, to the Contest Committee who will ensure that all individuals receive the same information as deemed necessary.

### **Evaluation of Contestants' Programs**

- All teams will be given the same set of problems to solve.

- Each problem will have a specified point value. The more difficult the problem, the more points a correct solution will receive.
- Programs will be tested by two independent judges (appointed by the Contest Committee) by running them with a set of test inputs. The output for each test case will be marked as right or wrong using keys prepared before the contest.
- A program will be considered wrong if it fails to work on one or more of the test cases. It will otherwise be considered correct for the purposes of this contest. {A program may still be wrong even if it passes all the test input cases. Every effort will be made to design test cases that will minimize the chance of missing an incorrect program.} A correct program will be awarded the full points, an incorrect one zero! In the event of a tie, programs will be awarded partial credits based on the number of tests correctly passed.
- The Contest Committee will tally the scores for each individual and publish a complete list. The top two scorers will be declared the winners .The Contest Committee's decision in all matters is final.

Prizes:

- 1) Rs. 4000
- 2) Rs. 2000

Registration Link:

<https://forms.gle/Arf76Lct4XdobzQV9>

**Event Name: FIGMA: untamed UI**

**Sponsored By: Creative Capsule**

**Venue:**

**Time:**

**Prizes:**

1. 3k
2. 2k
3. 1k

**Total= 6,000**

**Coordinators:**

- Hrithik Myageri - 7676790034
- Valerie Pereira - 7559449035

**Rules:**

- All participants must be registered by the competition deadline.
- Participants must use Figma as the primary tool for their design
- A specific design challenge or theme must be followed.
- Submissions should be made as a Figma file or shared via a Figma link.
- All elements must be created by the participants (no pre-built templates allowed).
- Late submissions will not be accepted.
- Maintain a positive and respectful attitude towards other participants and judges.
- Any form of misconduct or inappropriate behavior will result in disqualification.

Registration Link:

<https://forms.gle/eqsse78n9fKmkZXs8>

**Event Name: PITCH TANK**

**Sponsored by: Paradeep phosphate Ltd**

Date:

Venue:

Time:

Coordinators:

Shama Ghatwal - 98818 85981

Jonathan - 98506 20315

Prize:

1. 5k
2. 3k
3. 2k

Total = 10k

Rules:

- 1) Teams can comprise of Maximum 4 members.
- 2) Pitch should solve real World problems.
- 3) Teams should fill in the details about their pitch, including presentations, in the registration form.

- 4) Each team will be having a total of 10 mins, 5 minutes to present their ideas to the judges and will have questions from judges for the next 5 minutes.
- 5) A student cannot be a part of more than one team. If identified, all the teams he/she is part of will be disqualified.
- 6) The decision of the judges will be final.
- 7) Serious conflicts will lead to disqualification.

Registration Link:

<https://forms.gle/saVW9zxSre8GxknEA>

Event Name: **GAMING ROOM**

Date:

Venue : L12,L13 and L14

Time: 10 am onwards

Coordinators:

Vedant Kotkar - 80104 13602

Clyde Furtado - 913015 9897

## **BGMI**

### **Entry fee for BGMI: 200**

#### **Rules**

- 1) Teams must consist of a maximum of 4 players .
- 2) All participants must provide their BGMI usernames and player IDs during registration. 3) Teams must register with a unique team name.
- 4) The tournament will be played in a squad format.
- 5) Matches will be played in Erangel, Miramar and Sanhok maps.
- 6) Points will be awarded based on kills and placement in each match.
- 7) Specific scoring details will be provided before the tournament begins the tournament schedule, including match timings, will be shared with participants in advance.
- 8) In the event of a player disconnection or technical issue, the match will continue. No restarts will be allowed.
- 9) Cheating, hacking, or exploiting game bugs is strictly prohibited. Any such activity will result in immediate disqualification.

- 10) All players are expected to exhibit good sportsmanship and respect towards fellow competitors.
- 11) The tournament matches may be live-streamed or recorded for spectators.
- 12) Spectators must not share sensitive information, give away player positions, or engage in unsportsmanlike conduct.
- 13) Prizes will be awarded to the top-performing teams based on their overall performance in the tournament.
- 14) Tournament administrators will oversee the matches, handle disputes, and enforce the rules.
- 15) The tournament organizers reserve the right to make changes to the rules or interpret them as necessary for the fair conduct of the event
- 16) All participants are expected to adhere to a code of conduct that promotes fair play, respect, and sportsmanship.
- 17) By following these rules, participants can ensure a fair and exciting BGMI esports tournament at Techyon, organized by the Department of Electronics and Computer Engineering.
- 18) Any decision made by management is final

Registration Link:

<https://forms.gle/WW2KbzypLqXSbWcC6>

## **ARCADE**

Entry fee: Rs 50

- 1) Temple Run
- 2) Road rash
- 3) PC cricket

Rules:

**50 rs on the spot registration.**

Player will get only 1 chance however a player can retry by paying the same amount

Results will be out at the end of 3rd day depending upon the highest Score