

# SATELLITE WAR

## DESIGN • COMMUNICATE • SURVIVE

Official Competition Rule Book & Technical Specifications

### 01. THE MISSION TASK

Participants are required to build a fully autonomous satellite node. This system must utilize a designated microcontroller and sensor array to establish a reliable communication link with the organizer's **Ground Station**.

- **Phase I:** Build a functional satellite node with specified sensors.
- **Phase II:** Establish an autonomous handshake with the organizer's terminal.
- **Phase III:** Maintain a telemetry stream under simulated mission duress.

### 02. SYSTEM ARCHITECTURE



## MANDATORY HARDWARE SPECIFICATIONS

### 3.1 FLIGHT CONTROLLER

Teams must select exactly ONE from the following:

- Arduino Uno / Nano
- ESP32 (Recommended)
- STM32 (Blue Pill or Equivalent)

*Note: Raspberry Pi and OS-based SBCs are strictly forbidden.*

### 3.2 RF MODULE

All communication must occur via:

- **LoRa (SX127x series only)**

*Strict bi-directional capability is required for the handshake protocol.*

### 3.3 MANDATORY SENSOR ARRAY

Every satellite node **must** include and transmit data from:

01. IMU	02. PRESSURE	03. ALTITUDE	04. CURRENT
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## SOFTWARE MISSION LOGIC

The satellite firmware must implement the following cycle autonomously:

- Handshake:** Locate and connect to the organizer's base station.
- Telemetry Stream:** Continuous transmission of all mandatory sensor data.
- Command & Recovery:** Respond to a **RESET** command sent from Ground Control. The system must reboot and re-establish the link without human intervention.

**05. CREATIVITY HUB**

**Payload Design:** Beyond the mandatory sensors, teams are encouraged to define a specific mission (Earth Observation, Disaster Monitoring, etc.) and add relevant sensors (Camera, Gas, Light).

**Satellite Mimicry:** Higher marks are awarded for mimicking real satellite behaviors such as power-saving safe modes, anti-jamming logic, or data encryption.

**06. GROUND RULES**

**! NO LIVE CODING:** No reprogramming is permitted at the venue once testing starts.

**! NO HARDWARE MODS:** Soldering or wiring changes are forbidden during the test window.

**! NO LAPTOPS:** Testing is strictly autonomous. No serial monitor connection allowed.

## LIVE EVALUATION & SCORING

CATEGORY	EVALUATION METRIC	MARKS
<b>Purpose &amp; Payload</b>	Mission clarity, real-world relevance, payload justification.	<b>30</b>
<b>Functionality</b>	Working hardware, autonomous operation, zero manual reset.	<b>25</b>
<b>Communication</b>	100% command reception, telemetry accuracy, protocol compliance.	<b>25</b>
<b>Inspection</b>	Physical build: <b>Soldering quality, assembly, design skills.</b>	<b>10</b>
<b>Presentation</b>	Architecture explanation, decision defense, and Q&A.	<b>10</b>
<b>TOTAL POTENTIAL MARKS</b>		<b>100</b>

### 08. TERMINATION (DISQUALIFICATION)

The following actions result in immediate mission failure:

- Live Code Editing or Hardware Rewiring during test.
- Manual Reset during the scoring window.
- Failure to comply with the fixed communication protocol.