

TECHFEST 2023-24

MESHMERIZE

OBJECTIVE:

Teams have to build an autonomous robot which can follow a white line and keep track of directions while going through the maze. The bot has to analyse the path in the dry run and has to go through the maze from the starting point to the ending point in minimum possible time.

ARENA:

The game field consists of an arena having dimensions 210 cm X 210 cm (lxb). It consists of the following:

1. The arena is composed of random paths made up of white Vinyl strips.
2. All the distances are shown in fig. 1 and fig. 2.
3. The Angle between two adjacent white lines in the path is 90°.
4. The width of all white stripes will be 30mm.
5. The figure below shows the sample arena. The actual arena at the competition will consist of alterations in the path.
6. A white box of 300 mm x 300 mm is present at the end zone of the arena to indicate the end position.

Note: The dimensions of the arena will be accurate to within 5% or 20 mm, whichever is less.

GAMEPLAY:

The gameplay consists of two parts:-

1. The first part is the "Dry Run." In this run, the bot must start from the 'Start' and find its way to reach the 'End' (White box Indicated in figure 1) of the arena. The bot has to give a signal by glowing a LED as soon as it senses the white box below it at the end. The bot has to follow an algorithm to find its path to reach 'End' and the bot can store the turns in its memory to explore the shortest path during the second part of the journey. There are no restrictions to cover all the checkpoints.
2. The second part is the "Actual Run." In this run, the bot has to restart from the 'Start' again and finds its way to the 'End' through the best possible path by following the path that was stored in the first run. The 'End Zone' has a white box of 300mm x 300mm (lxb) that indicates the end of the path for the bot. The timer will be set to zero as the "Actual Run" begins.
3. A total of 3 minutes will be provided to complete the dry run.

4. A total of 2 minutes and 30 seconds will be provided to complete the actual run. If the bot takes more than 3 minutes to complete the dry run, then the extra time taken will be deducted from the timing of the actual run, which is 2 minutes and 30 seconds.

FIG 1: Isometric View

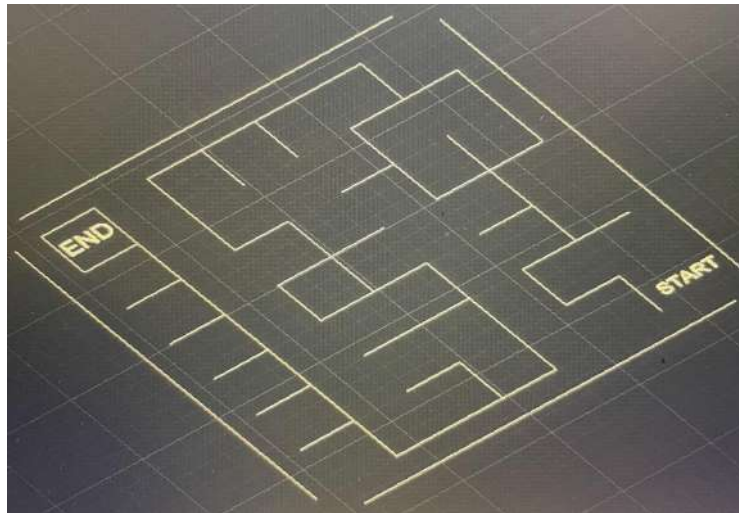


FIG 2: Top View

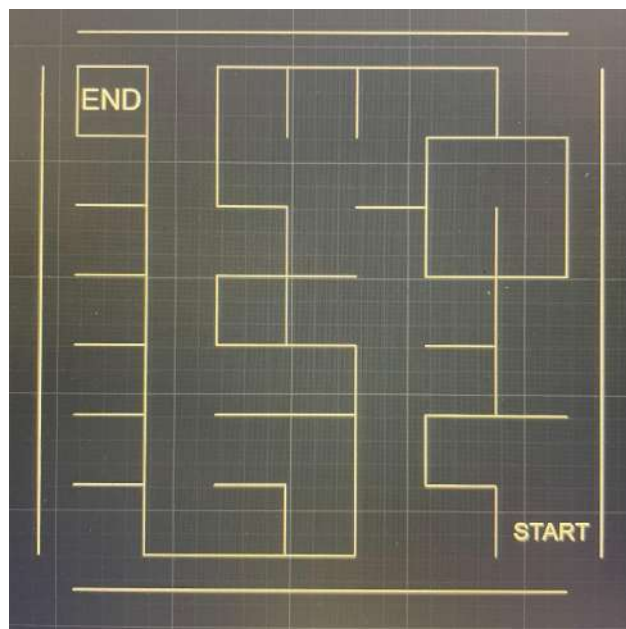
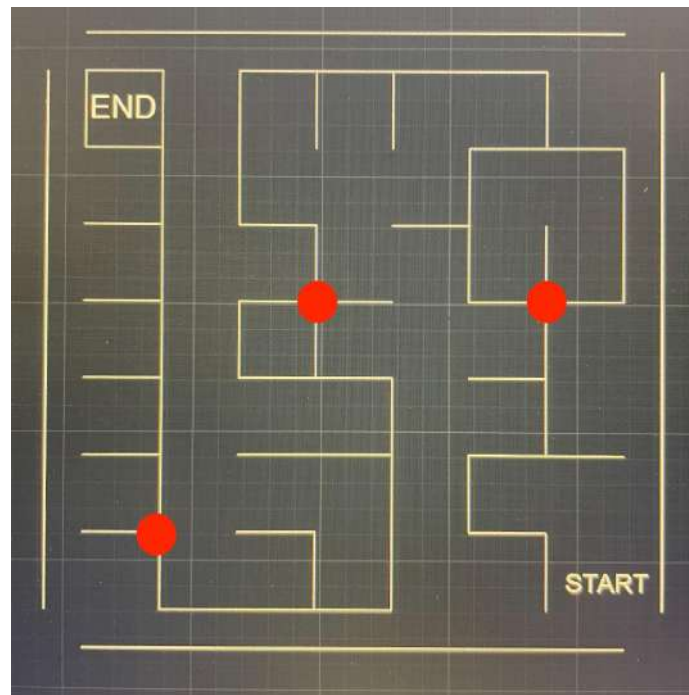


FIG. 3 Checkpoints



CHECKPOINTS:

The checkpoints are shown in figure 3. (There would not be any green circle in the arena as shown in figure 3. They are used only for reference). Each checkpoint carries 25 Points.

BOT SPECIFICATIONS:

1. The autonomous bot must fit into the box of dimensions 220 X 220 X 220 all in mm (lxbxh).
2. Bot must be started by only one switch. However, a team may have an onboard switch.
3. Bot must have a red LED that will glow once it reaches the end zone of the arena.
4. During the run, the autonomous bot must not damage the arena in any way. It is not allowed to leave anything behind or make any marks while traversing the arena. **Any bot found damaging the arena will be immediately disqualified.** The final decision is at the discretion of the organisers.
5. Bot must have an 'on board' power supply.

6. When using the electric power supply, the **potential difference between any 2 points must not exceed 24 V** at any point of time during the game.
7. The autonomous bot should not separate or split into two or more units. All bots/units which are touching each other or are in the starting point will be considered as one bot.
8. The **Machine cannot be constructed using ready-made 'Lego kits' or any ready-made mechanism**. But they can make use of readymade gear assemblies. Violating this clause will lead to the disqualification of the team.

GAME RULES:

1. Teams will be given 1 minute for calibration. If any team is found to alter its code after depositing its bots, then it will be immediately disqualified from the competition. They are, however, allowed to make any other hardware changes.
2. Only one autonomous bot per team is allowed.
3. When the bot starts, no team member is allowed to touch the bot or enter the arena.
4. At the start of the task, the bot will be placed at the starting point. Only 1 team member is allowed to be near the game field while starting the bot.
5. Run will start only when organisers give the signal.
6. The starting procedure of the bot should be simple and should not involve giving the bot any manual force or impulse in any direction.
7. A total of 5 minutes and 30 seconds will be given. The bot has to finish the dry run and main run in that period only.

RESTARTS:

1. The participants are allowed to take a maximum of 3 restarts in the entire match.
2. If the bot takes a restart in the first part (Dry Run) of the competition, it has to start from the checkpoint.
3. Once Dry Run is completed by the bot, the team won't be given any other chance for Dry Run.
4. If the bot takes a restart in the second part (Actual Run) of the competition, it has to start from the start zone of the arena.
5. The timer will not be set back to zero and will not be paused in any case.
6. During a restart, a contestant must not feed information about the arena to the bot. However, contestants are allowed to adjust sensors (gain, position etc.) and make hardware changes.
7. The contestant must not alter the bot in any manner that reduces its weight (e.g. removal of a bulky sensor array or switching to lighter batteries to get better speed). The organisers reserve the right to arbitrate in such circumstances.

GENERAL RULES:

1. Only 1 member of the team is allowed to handle the bot.
2. Participants are not allowed to keep anything inside the arena other than the bot.
3. Laptops/personal computers are not allowed near the arena. Other Wi-Fi, Bluetooth, etc. devices must be switched off. The organisers hold the right to check for these devices and their usage and disqualify the team.
4. The time measured by the organisers will be final and will be used for scoring the teams.
5. Time measured by any contestant by any other means is not acceptable for scoring.
6. In case of any disputes/discrepancies, the organisers' decision will be final and binding.
7. The organisers reserve the right to change any or all of the above rules as they deem fit. Change in rules, if any, will be highlighted on the website and notified to the registered teams.
8. Only one team is allowed to be present during the run, other teams will have to stay outside the hall. No team is allowed to take photographs or record their run.

JUDGING:

1. 25 points will be awarded as it crosses any of the checkpoints but it will be counted only once for each checkpoint.
2. 30 points will be provided if the bot successfully completes the Dry Run.
3. 30 points will be awarded if bot goes through the Shortest Path in Actual Run.
4. 5 points will be awarded if the bot glows the LED.

SCORING:

1. $A = 25 \text{ points} \times (\text{Number of checkpoints covered during the Dry Run})$
2. $B = 30 \text{ points}$ if the bot successfully completes the Dry Run
3. $C = 180 - \text{Total time taken in seconds in completing the Dry Run}$
4. $S = 30 \text{ Points}$ if Bot successfully completes through the Shortest Path
5. $T = 150 - \text{Total time taken to complete the Actual Run}$ (only if the bot completes in Shortest Path)
6. $L = 5 \text{ points}$ if the LED glows
7. $P = \text{Penalties}$
8. $\text{Total} = (A + B + C + S + L + T) - P$

TEAM SPECIFICATION:

A team may consist of a maximum of **4** participants. Students from different educational institutes can form a team.

ELIGIBILITY:

All students with a valid Student identity card of their respective educational institutes are eligible to participate.

STRUCTURE:

- Top 5 teams from each Zonal Qualifier will qualify for the Grand Finale to be held during Techfest 2023-24 (provided their score is more than a minimum cut-off score which will be decided later).
- Top 5 teams of Wildcard Round will join FINALE along with zonal finalists (provided their score is more than a minimum cut-off score which will be decided later).
- Techfest 2023-24 has associated for conduction of regional rounds with various college festivals, few finalists of these competitions will get entry to Finale
- Wildcard Round will be conducted on xyth and xzth December 2023 (Day 1 and Day 2). FINALE will be on 27th and 29th December 2023 (Day 2 and Day 3).

CERTIFICATE POLICY:

E-Certificates of participation will be given to the teams scoring more than the critical marks which will be decided later.

PRIZE MONEY:

The Prize money will be awarded to the top 3 Winners of the Final Round via NEFT and will be processed within 30 working days after receiving the Prize Money from Sponsors.

The Winners have to mail the following information (immediately after the announcement of the results) to akshat@techfest.org.

Subject: Cozmo Clench, team id- your position (example- Cozmo Clench, CZ10005- 3 rd Position)

Body of mail-

1. Account Holder's Name
2. Account Number
3. Bank name and Branch name.
4. IFSC Code