**Event Guidelines**

1. **Script@trix**
   1. Only 2 participants per team are allowed.
   2. Participants will be permitted to use the following languages - HTML 5, CSS 3, JavaScript.
   3. Teams should initially commit with code template provided, on GitHub. Teams should then COMPULSORILY commit to their progress every 25 minutes to avoid disqualification.
   4. Only the **top 7** teams will be selected for the final round which will again be held online where entries will be posted on GitHub, along with a live session while everyone of you code your way through.
   5. Topics -
      1. You are working for an online privacy providing firm who has come up with a cryptographic tool to prove things without requiring personal input from the users. Invent a name for the organisation and create a website for the same.
      2. Google announced Cloud AutoML, which is a suite of pre-trained systems that could make AI simpler to use. Design a website for the same.
2. **Quiz@trix**
   1. This event will be conducted in two phases: an **online Prelims,** followed by an **on-site Finals**.
   2. Only the **top 6** teams will qualify for the Finals.
   3. Questions can be asked from the any aspect from the world of Technology and related industries.
   4. The event is open for classes IX-XII.
3. **Movie@trix**
   1. Only 4 participants per school are allowed.
   2. This event is open for classes IX-XII.
   3. The participating teams must upload their entries on YouTube (Unlisted/Private).
   4. The movie length should not be more than **4 minutes.** The participants are **not allowed to use any copyrighted content** in their work.
   5. Topics
      1. The Mistake of Race
      2. The Pauperism of Some, The Enjoyment of Many.
      3. Artificial Reality and Real Life
4. **Create@trix**
   1. A team of 2 will be allowed to participate from each school
   2. The students will have to use Adobe Photoshop to create an image on the topic which will be given on the spot.
   3. The time limit will be one and a half hours.
5. **3D@trix**
   1. Participants should make a 3D model on the given topics.
   2. Only **1** participant can participate per school. The participant **must arrange for the laptop** to build their models on. The host school will not provide the participants with the machines.
   3. Participants are free to use any software (Blender, Autodesk 3DS Max, Autodesk Maya, Zbrush)
   4. The participants are required to send the asset file (.obj file) along with the rendered image.
   5. Topics will be given on the spot.
6. **Bot@trix**
   1. There are no online prelims.
   2. Build a line following robot which can follow a black line on a white surface in the least possible time.
   3. No. of participants per team: 2
   4. You are not allowed to view the track before the competition, any violation of this rule will lead to a disqualification.
   5. The arena will be 7X6 feet with black line of width 25 mm. (all measurements and dimensions have 10% tolerance). The team must start at the direction of the volunteer present at the event.
   6. Each time will be provided with a trial run.
   7. There will be two runs in which the least time taken by the robot will be considered.
   8. Dimensions:
   9. **Width** – 200mm(max)
   10. **Length** – 200mm(max)
   11. **Height** - no limit
   12. Any wireless communication on the bot must be switched off.
   13. In case a robot stops functioning due to hardware or software failure the team will not be given any extra chance.
   14. Any violation will lead to the disqualification of the team.
   15. The organizers will make every possible attempt to avoid any bumps between the mat, but the participants must be prepared to deal with these slight deviations in height.
   16. The maximum voltage at given point of the robot must be less than equal to 24V.
   17. Participants who misbehave maybe disqualified at the discretion of the organizers.
7. **Present@trix**
   1. The event is open for classes IV-V.
   2. Only 2 participants can participate from a school
   3. The participants are supposed to create a PowerPoint Presentation on one of the following topics:
      1. Smart Cities
      2. A Conversation between A old Hardbound Classic and its Kindle counterpart
      3. A day with Alexander Graham Bell’s Telephone, with your Mobile Phone
8. **Confer@trix**
   1. This event is open for classes IX-XII.
   2. Only one participant can participate per school.
   3. Participants will be given 2 minutes to speak in the prelims and 4 minutes to speak in the final.
   4. Topics will be given on-spot.
9. **Snap@trix**
   1. It is an individual event. No teams
   2. The pictures must be submitted in a pen drive
   3. editing is allowed only on **LIGHTROOM**.
   4. Participants should get their own equipment, nothing will be provided.
   5. Photos should be clicked with in the given area, anyone trespassing will be disqualified.
10. **Music@trix**
    1. Only 2 participants per team are allowed.
    2. The participating teams have to upload their entries on YouTube (Unlisted/Private).
    3. The winning entries would be displayed on the event website.
    4. The participants are given full liberty to create anything, keeping in mind to fuse a vibe of tech in their music, along with fusion of real sounds.
11. **Crypt@trix**
    1. This is a completely online event.
    2. There can only be 3 participants from each school with only 1 school per team.
    3. The participants have to get through a series of levels with the given cues on-screen and some hints.
12. **Game@trix**
    1. Game: **PlayerUnknown’s Battlegrounds Mobile**
    2. Map: **Erangel; Asia Server** in the **Third Person Perspective**
    3. Match Type: **Squad**
    4. Each team needs to register **4 players**.
    5. The match will be played in **a custom room**, the details of which will be shared 20 minutes before the game commences.
    6. It is the **responsibility of the players to form their teams**. We will not be responsible for any mismatching.
    7. We are **not responsible** for any connection issued faced during the match.
    8. **No emulators** are allowed.
    9. **Hacking, player sledging/ abusing** on the ALL mic/chat and **use of PUBG glitches** to one’s advantage **will not be tolerated.**
    10. The spectator window will be locked for the participants.
    11. The participants are not allowed to stream their games online.
    12. The result will be declared based on what PUBG Mobile declares.
    13. The participants are requested to take screenshots of their finishes and share them, for authentication and totalling purposes