



COMPUTER SCIENCE DEPT. AT COMSATS LAHORE

PRESENTS

# TECHNO VERSE

EMPOWER. INNOVATE. CONNECT

VENUE: COMSATS UNIVERSITY LAHORE

DATE: 18 AND 19TH MAY 2024



@technoverse\_cuilahore



@technoversecuilahore



## Introduction:

We are thrilled to unveil TECHNOVERSE'24 as the flagship event for Computer Science Department of COMSATS Lahore, now poised to be a monumental gathering of leading universities all over Lahore. What was once a university-centric event has transcended into a grander scale, welcoming esteemed institutions like LUMS, FAST, NUST, UCP and many more. This expanded two-day extravaganza promises to serve as a vibrant platform for students to exhibit their talents, partake in spirited competitions, and forge valuable connections with industry experts.

Participants at TECHNOVERSE'24 can fully immerse themselves in the event's atmosphere with on-campus accommodation provided, ensuring convenience and comfort throughout their stay.

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## Competition Details:

### WEB-A-THON

#### Registrations:



##### Individual Registration:

- The fees to register individually is **1000/-Rs**
- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on 500/-Rs

##### Team Registration:

- 1 to maximum 3 members can register for Web-A-Thon
- The registration fee will be on individual basis.
- Team of 3 can register for 3000/-Rs but with Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **1500/-Rs**
- Team of 2 can register for 2000/-Rs but with Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **1000/-Rs**

#### Winning Prize:

Winner: 30K

Runner-Up:10K

#### Details:

**Theme Announcement:** Teams receive the theme or problem 30 minutes before the competition begins.

- **Duration:** The competition lasts for 5 hours.
- **Location:** Participants must remain on university premises during the competition.
- **Equipment:** Teams must bring their own machines.
- **Internet Access:** Organizers provide internet for resource downloads, but teams are encouraged to bring their own to avoid disruptions.
- **Score Sheets:** Teams cannot access the judging score sheets.



- **Fair Play:** Collaboration between teams results in immediate disqualification.
- **Frameworks and Languages:** Teams can use their preferred frameworks and languages, but WordPress and similar scripts are prohibited.
- **Attendance:** Teams must be present for the evaluation; absence results in disqualification.
- **Backend Technologies:** Teams can use any database of their choice (SQL, no SQL and Firebase).
- **AI Tools:** Teams can use any AI Tools for their assistance, but any sort of plagiarized code (Copying whole frontend or backend code) is strictly prohibited.

**Rule Modifications:** Organizers reserve the right to modify rules, with notice provided.

#### Evaluation Criteria:

- Completion of Requirements
- Frontend/Backend Validations
- Backend Architecture
- **Visual Design:** Simplicity and Consistency
- **Case Study Analysis:** Analyzing requirements, technical analysis, finding constraints
- **Design Approach:** Object-Oriented Analysis/Design, Database Design
- Technology Selection Reason

#### Team Eligibility Criteria:

- Teams consist of 1 to 3 undergraduate participants.
- Cross-university teams are not allowed.

## GAME-A-THON:

#### Registrations:



#### Individual Registration:

- The fees to register individually is **1000/-Rs**
- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get 50% off and you can register on **500/-Rs**

#### Team Registration:

- 1 to maximum 3 members can register for Web-A-Thon
- The registration fee will be on individual basis.
- Team of 3 can register for 3000/-Rs but with Campus Code/Community Partnership Code/Ambassador Code you will get 50% off and you can register on **1500/-Rs**



- Team of 2 can register for 2000/-Rs but with Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **1000/-Rs**

## Winning Prize:

Winner: 15K

Runner-Up: 5K

## Details:

**Theme Announcement:** Teams receive the theme and game instructions before the competition.

- **Duration:** It will start from Friday and you have time till you present your game at the competition venue.
- **Location:** Participants must be present to present their games in front of judge's panel.
- **Equipment:** Teams must bring their own machines.
- **Internet Access:** Organizers provide internet for resource downloads, but teams are encouraged to bring their own to avoid disruptions.
- **Score Sheets:** Teams cannot access the judging score sheets.
- **Fair Play:** The game should meet the requirement given in the document.

*Any use of copied code will lead to the disqualification or participant immediately.*

- **Attendance:** Teams must be present for the evaluation; absence results in disqualification.
- **Judges' Decision:** Final decisions cannot be challenged, and arguing may lead to disqualification.

**Presentation:** Teams must bring their own converters for projector presentations.

**Rule Modifications:** Organizers reserve the right to modify rules, with notice provided.

### Evaluation Criteria:

- **Fulfillment of Requirements:** Does the game meet all specified criteria and theme requirements?
- **Gameplay Mechanics:** How engaging and enjoyable are the core gameplay mechanics?
- **Technical Implementation:** Evaluation of technical aspects such as error handling and backend architecture.



- **Visual Design:** Assessment of visual elements for simplicity, consistency, and overall appeal.
- **Storytelling and Innovation:** Originality and effectiveness of storytelling, narrative, and innovative features.

### **Team Eligibility Criteria:**

- Teams consist of 1 to 3 undergraduate participants.
- Cross-university teams are not allowed.

## **CODING SPREE**

### **Registrations:**



#### **Individual Registration:**

- The fees to register individually is **1000/-Rs**
- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get 50% off and you can register on **500/-Rs**

#### **Team Registration:**

- 1 to maximum 2 members can register for Coding Spree
- The registration fee will be on individual basis.
- Team of 2 can register for **2000/-Rs** but with Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **1000/-Rs**

### **Winning Prize:**

Winner: 20K

Runner-Up: 5K

### **Details:**

#### **Competition Structure:**

##### **Round 1:** Qualifying Round

- **Duration:** 1.5 hours



- **Description:** Participants solve problem questions within the given time frame.

### **Round 2:** Championship Round

- **Duration:** 1.5 hours
- **Description:** Participants tackle coding questions to showcase their skills.

### **Competition Rules:**

**Theme Announcement:** Teams receive the problem questions when competition begins.

**Location:** C-Block, Comsats University

**Equipment:** Teams must bring their own machines.

**Internet Access:** Organizers provide internet for resource downloads, but teams are encouraged to bring their own to avoid disruptions.

**Score Sheets:** Teams cannot access the judging score sheets.

**Fair Play:** Collaboration between teams results in immediate disqualification.

**Frameworks and Languages:** Teams can use their preferred frameworks and languages. The use of AI and copied code is strictly prohibited.

### **Evaluation Criteria:**

- Logic Behind Solving Problem
- Code Accuracy
- Code Efficiency

### **Team Eligibility Criteria:**

- Teams consist of 1 to 2 undergraduate participants.
- Cross-university teams are not allowed.

## **POSTER DESIGN:**

### **Registrations:**

#### **Individual Registration:**

- The fees to register individually is **1000/-Rs**





- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get 50% off and you can register on **500/-Rs**

### **Team Registration:**

- You can't register in teams

### **Winning Prize:**

Winner: 10K

### **Details:**

This session spans over 2 hours, punctuated with intermittent games.

#### **Overview:**

- Participants receive the poster topic at the start of the competition.
- After a briefing on the rules, the first 15 minutes are allocated for brainstorming.
- Subsequently, participants are granted 15 minutes to browse the internet for inspiration and download any necessary elements, supervised by volunteers. Designing is prohibited during this time.
- The main designing phase commences after the initial 30 minutes, lasting 1 hour and 30 minutes.
- Throughout the main designing period, organizers randomly call for game breaks, requiring participants to momentarily pause their designs and join a queue.
- The participant at the front of the queue selects a game and must win it to resume designing. Failure to win within 10 minutes results in a penalty, and the participant moves to the back of the queue.
- Finally, a panel of 3 judges evaluates the poster based on creativity, theme adherence, and technical design elements (including readability, harmony, and color palette).



## TEKKEN:

### Registrations:



#### Individual Registration:

- The fees to register individually is **1000/-Rs**
- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **500/-Rs**

#### Team Registration:

- You can't register in teams

### Winning Prize:

Winner: 10K

### Details:

- This tournament spans over 2 days:
  - **Day 1:** Qualifiers
  - **Day 2:** Top 8 for Tekken
- The tournament format follows double elimination, with each match being a best of three sets, comprising three rounds per set.
- Only PS5 controllers and sticks are permitted.

### Rules:

- Matches adhere to tournament rules.
- No pausing or redoing of matches is allowed.
- In case of a conflict, the side may be determined by a toss.
- After each set, the loser has the option to change either the stage or character, but not both.
- Organizers maintain the authority to disqualify any player suspected of cheating or employing unfair means.



## FIFA:

### Registrations:



#### Individual Registration:

- The fees to register individually is **1000/-Rs**
- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **500/-Rs**

#### Team Registration:

- You can't register in teams

### Winning Prize:

Winner: 10K

### Details:

#### The Breakdown:

- **Day 1:** Brace yourself for intense single-elimination matches. Buckle up, as this day is expected to last around 6 hours.
- **Day 2:** The top players will battle it out in the semi-finals and finals. Expect this day to be action-packed for about 2 hours.

#### How It Works:

- Knockout Style: Each round will feature a single match between two players. The loser is eliminated, and the winner advances.
- PS4 Controllers Only: Bring your A-game and your PS4 controller - other controllers won't be allowed.

#### Match Rules:

- Fast-Paced Matches: Each half will fly by at 6 minutes.
- Team Choice Freedom: Select any club or international team you want. Even if both players pick the same team, it's all about strategy!
- Prep Time: You'll have 2 minutes to manage your team and set your tactics before each match.
- Focus on the Game: Changing game settings like speed or view isn't allowed.
- Tied Games:



- Regular Matches: If the score is tied after full-time, penalty kicks will decide the winner (just like a real match!).
- Semi-finals & Final: If the score is tied after full-time, there will be a "classic replay" - you'll play another full match.
- Fair Play Only: We take cheating seriously. If you're caught using unfair methods, you may be disqualified.

### **The Final Call:**

The organizers have the final say. If we suspect any rule-breaking, we have the right to disqualify you.

## **TECHNOHUNT:**



### **Registrations:**

#### **Team Registration:**

- You can only register as a team for **1000/-Rs.**
- Maximum of 3 members can register per team.
- Cross-university teaming is not allowed. All team members must be from the same university.
- If you register through Campus Code/Community Partnership Code/Ambassador Code, you get **50%** off and can register for **500/-Rs.**

### **Winning Prize:**

Off Campus Winner (Participants from Other Universities): 20K

On Campus Winner (Participants from CUI Lahore): 10K

### **Details:**

#### **How It Works:**

- **Clue-Based Progression:** Each clue will direct you to a new location, where you'll find the next clue.
- **On Your Toes:** Be quick and clever, as solving each clue is crucial to moving forward.



- **Team Strategy:** If participating as a team, divide tasks and work together to solve clues faster.

#### Rules:

- **Fair Play Only:** Cheating or tampering with clues will result in disqualification.
- **Stay on Track:** Follow the clues in the correct order. Skipping clues or locations is not allowed.
- **Safety First:** Be mindful of your surroundings and fellow participants. Unsafe behavior will not be tolerated.

#### The Final Call:

- The organizers have the final say. If we suspect any rule-breaking, we have the right to disqualify you.

## REEL COMPETITION:

#### Registrations:

##### Individual Registration:



- The fee to register individually is **1000/-Rs.**
- If you register through Campus Code/Community Partnership Code/Ambassador Code, you get **50%** off and can register for **500/-Rs.**

#### Winning Prize:

Winner: 10K

#### Details:

##### The Breakdown:

- This competition allows you to showcase your creativity and filmmaking skills by creating a captivating reel.

#### How It Works:

- **Submission Options:** You can either post your reel on your own social media page or submit it through a designated drive link that we will provide.
- **Bring Your Own Device:** Participants are required to use their own devices to shoot and edit their reels.
- **No Team Participation:** This is an individual competition; team entries are not allowed.



- **Access to Areas:** You will have access to various designated areas within the campus to shoot your reel while the competition is ongoing.
- **Submission Deadline:** All reels must be submitted before 7:00 PM on May 19th. Late submissions will not be considered.
- **Social Media Feature:** Selected reels will be posted on our official social media platforms, giving your work a chance to shine and reach a wider audience.

#### **Rules:**

- **Original Content:** Your reel must be original and created specifically for this competition. Plagiarized content will result in disqualification.
- **Length and Format:** Ensure your reel meets the specified length and format requirements provided during registration.
- **Respect and Safety:** Be respectful of others and maintain safety while shooting. Unsafe behavior or violation of campus policies will lead to disqualification.
- **Fair Play Only:** Any form of cheating or rule violation will result in immediate disqualification.
- **Submission Guidelines:** Follow the provided guidelines for submitting your reel either via social media or the designated drive link

#### **The Final Call:**

- The organizers have the final say. If we suspect any rule-breaking, we have the right to disqualify you.
- Any disputes or issues arising during the competition will be resolved by the organizers, and their decision will be final.

## **NOTION TEMPLATE DESIGN:**

#### **Registrations:**

##### **Individual Registration:**



- The fees to register individually is **1000/-Rs**
- If you register through Campus Code/Community Partnership Code/Ambassador Code you will get **50%** off and you can register on **500/-Rs**

##### **Team Registration:**

- You can't register in teams

#### **Winning Prize:**

Winner: 20k

Runner-Up: 10K



## Event Schedule

Date	Event	Time Slot
<b>18<sup>th</sup> May 2024, Saturday</b>	Collection of Cards (C-Block)	11:30AM - 12:30PM
<b>18<sup>th</sup> May 2024, Saturday</b>	Gathering Of Teams	12:00PM
<b>18<sup>th</sup> May 2024, Saturday</b>	Opening Ceremony/Ribbon Cutting	1:30PM - 2:00PM
<b>18<sup>th</sup> May 2024, Saturday</b>	Panel/Speaker Talks	2:00PM - 4:00PM
<b>18<sup>th</sup> May 2024, Saturday</b>	FIFA/Tekken Round	2:00PM - 7:00PM
<b>18<sup>th</sup> May 2024, Saturday</b>	Poster Design	4:00PM - 6:00PM
<b>18<sup>th</sup> May 2024, Saturday</b>	Palestine Solidarity Activity	7:00PM – 8:00PM
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<b>19<sup>th</sup> May 2024, Sunday</b>	Web-A-Thon Begins	10:00AM - 3:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Round 2 FIFA/Tekken	10:00AM - 3:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Coding Spree Round-1	10:30AM - 12:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Coding Spree Round-2	1:00PM - 3:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Notion Template Design	1:00PM - 3:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Techno Hunt	3:00PM - 6:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Closing Ceremony	7:00PM – 8:00PM
<b>19<sup>th</sup> May 2024, Sunday</b>	Exclusive Dinner	8:00PM