NITTE
(Deemed to be University)

NITTE MEENAKSHI INSTITUTE OF TECHNOLOGY

Anaadyanta'25
rhythm of bharat

GEEKMAYHEM
ANAADYANTA X acm NMIT

TECH-TREX

DECODE, DOODLE, AND STRATEGIZE YOUR WAY THROUGH DOT-DASH DECIPHER, INVISISKETCH, AND PROMPTOPIA—THREE THRILLING ROUNDS, ONE EPIC CHALLENGE!

REGISTER NOW!!

JOIN FOR UPDATES!

VENUE: ROOM NO 413, D BLOCK
NMIT, BENGALURU
DATE: 4TH APRIL

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EVENT COORDINATORS:
KAUSHIK P - 7625067221
DISHA R - 7795675617

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NMIT ACM CLUB

THE NMIT ACM STUDENT CHAPTER IS A VIBRANT COMMUNITY OF STUDENTS DRIVEN BY A PASSION FOR COMPUTER SCIENCE AND TECHNOLOGY. OUR MISSION IS TO FOSTER A COLLABORATIVE AND INCLUSIVE ENVIRONMENT THAT EMPOWERS STUDENTS TO LEARN, GROW, AND MAKE A POSITIVE IMPACT IN THE WORLD. AFFILIATED WITH THE ASSOCIATION FOR COMPUTING MACHINERY (ACM), THE WORLD'S LARGEST EDUCATIONAL AND SCIENTIFIC COMPUTING SOCIETY, OUR CHAPTER ORGANIZES A RANGE OF EVENTS. THESE INCLUDE TECHNICAL TALKS, WORKSHOPS, HACKATHONS, AND NETWORKING OPPORTUNITIES, DESIGNED TO ENGAGE AND INSPIRE OUR MEMBERS.

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Event Description

THIS MULTI-ROUND INNOVATIVE TECH CHALLENGE KICKS OFF WITH DOT-DASH DECIPHER, WHERE TEAMS RACE AGAINST TIME TO DECODE HIDDEN MESSAGES. NEXT UP IS INVISISKETCH, A GAME OF CREATIVITY AND QUICK THINKING, WHERE ONE TEAMMATE SKETCHES ON SKRIBBL, AND THE OTHER TRIES TO GUESS THE CORRECT WORD WITHIN THE TIME LIMIT. AND FINALLY, WE HAVE PROMPTOPIA, WHERE TEAMS TACKLE A GIVEN TASK USING ONLY AI-GENERATED PROMPTS—NO CODING, JUST SMART AND STRATEGIC PROMPTING!

Prize Pool

1ST PLACE - 2500/-
2ND PLACE - 1500/-
3RD PLACE - 1000/-

Round 1 – Dot-Dash Decipher

- EACH TEAM WILL RECEIVE A SET OF ENCODED MORSE CODE SEQUENCES.
- TEAMS MUST USE THE PROVIDED REFERENCE LIST TO DECODE THE WORD.
- ANSWERS MUST BE SUBMITTED WITHIN THE TIME LIMIT; LATE SUBMISSIONS WON'T BE CONSIDERED.
- THE TOP TEAMS WITH THE FASTEST AND MOST ACCURATE ANSWERS WILL PROCEED TO THE NEXT ROUND.

Round 2 – InvisiSketch

- ONE PARTICIPANT WILL BE SHOWN A TECH-RELATED WORD AND MUST SKETCH IT ON SKRIBBL WITHOUT USING LETTERS OR NUMBERS.
- THE SECOND PARTICIPANT MUST GUESS THE CORRECT IMAGE BASED ON THE VIRTUAL SKETCH.
- EACH TEAM WILL HAVE A FIXED TIME TO COMPLETE THEIR TURN.
- THE NUMBER OF CORRECT GUESSES WITHIN THE TIME LIMIT WILL DETERMINE QUALIFICATION FOR THE NEXT ROUND.

Round 3 – Promptopia

- A SPECIFIC TASK OR PROBLEM STATEMENT WILL BE GIVEN AT THE START OF THE ROUND.
- TEAMS CAN ONLY USE TEXT-BASED PROMPTS TO GENERATE RESULTS—NO MANUAL CODING, EDITING, OR EXTERNAL SOFTWARE MANIPULATION ALLOWED.
- PARTICIPANTS MUST USE THE AI TOOLS PROVIDED (E.G., CHATGPT, GITHUB COPILOT, DALL·E, OR SIMILAR).
- EACH ROUND WILL HAVE A FIXED TIME LIMIT TO CREATE AND REFINE THEIR OUTPUTS.

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General Rules

- EACH TEAM MUST CONSIST OF 2 - 3 MEMBERS.
- ENTRY FEE IS 100/- PER TEAM
- PARTICIPANTS MUST ARRIVE ON TIME FOR EACH ROUND; LATE ARRIVALS MAY BE DISQUALIFIED.
- USE OF ELECTRONIC DEVICES (PHONES, SMARTWATCHES, ETC.) IS NOT ALLOWED UNLESS SPECIFIED.
- EACH ROUND WILL HAVE AN ELIMINATION PROCESS, WHERE ONLY THE TOP-PERFORMING TEAMS WILL ADVANCE TO THE NEXT STAGE.
- TEAMS MUST MAINTAIN FAIR PLAY AND SPORTSMANSHIP THROUGHOUT THE EVENT.
- ANY FORM OF CHEATING, MISBEHAVIOUR, OR RULE VIOLATIONS WILL LEAD TO IMMEDIATE DISQUALIFICATION.

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TECH-TREX WEBSITE:

HTTPS://TECH-TREX.VERCEL.APP/

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