

NITTE MEENAKSHI INSTITUTE OF TECHNOLOGY, BANGALORE



Anaadyanta

MARCH 9TH 10TH 11TH

2017

ANNUAL TECHNO-CULTURAL EXTRAVAGANZA OF NMIT, BANGALORE

FROM ITS HUMBLE 2003 ENDEAVOUR, NITTE PULLS OUT OF ITS
REPERTOIRE, A TECHNICAL AND CULTURAL EVENT, FOR THE MAKERS AND MOLDERS
OF BANGALORE.

A PAPER-BAG OF SHARPENED PENCILS, EASELS, NOTEPADS, INKPOTS, COLOR AND
LIGHT, ANAADYANTA AMALGAMATES THE THINKERS AND THE DREAMERS IN A
THREE DAY FESTIVITY OF ART, SCIENCE AND
CULTURE. IT IS NOT ONLY A PLATFORM FOR THE TALENTED, BUT ALSO A MEANS
TO TAKE AN INCISIVE LOOK AT SOCIETY AND LIFESTYLE.

FROM SHOWCASING IDEAS, WIT AND OPINIONS TO CELEBRATING CREATIVITY,
ANAADYANTA HAS SUCCESSFULLY GARNERED EAGERNESS AND EXULTS IN
BEING ONE OF THE MOST TALKED-ABOUT AND AWAITED EVENTS IN
BANGALORE.

WITH ESCALATING FOOTFALL EVERY YEAR, IT HAS BEEN LEADING IN
SHOWCASING TALENT FROM AMONG TOP INSTITUTES ACROSS THE COUNTRY.

IT HAS ALSO HAD AN ESTEEMED PANEL OF JUDGES, OVER THE YEARS.
IT CONTINUES TO HOUSE ONE OF A KIND EVENTS AND HAS GIVEN WAY
TO VALUABLE NATIONAL AND INTERNATIONAL ASSOCIATIONS.
IT HAS ALSO ACHIEVED SUCCESS IN SEEKING PARTNERSHIP WITH
REPUTED FIRMS.

IT IS A CANVAS, WAITING FOR BRUSH STROKES OF INDIA'S
FINEST HANDS.

ABOUT US



RC AEROPLANE

COORDINATOR : APURVA ANAND - 9036285404

PRABIN SHERPAULI - 9591573884

REG FEE : 500

CASH PRIZE : 1ST PRIZE : 15000 , 2ND PRIZE : 12000

STUDENTS MUST DESIGN, FABRICATE, AND DEMONSTRATE THE AIRCRAFT WHICH IS CAPABLE OF ACHIEVING THE HIGHEST SCORE ON THE SPECIFIED MISSION PROFILE(S).

- A MAXIMUM OF 4 MEMBERS ARE ALLOWED IN EACH TEAM.
- THE AIRCRAFT MAY BE OF ANY CONFIGURATION EXCEPT ROTARY WING OR LIGHTER THAN AIR. NO STRUCTURE/COMPONENTS MAY BE DROPPED FROM THE AIRCRAFT DURING FLIGHT.
- MUST BE PROPELLER DRIVEN AND ELECTRIC POWERED WITH AN UNMODIFIED OVER-THE-COUNTER MODEL ELECTRIC MOTOR. MAY USE MULTIPLE MOTORS AND/OR PROPELLERS. MAY BE DIRECT DRIVE OR WITH GEAR OR BELT REDUCTION.
- MOTORS MAY BE ANY COMMERCIAL BRUSH OR BRUSHLESS ELECTRIC MOTOR.
- FOR SAFETY, EACH AIRCRAFT WILL USE COMMERCIALLY PRODUCED PROPELLER/BLADES. MUST USE A COMMERCIALLY AVAILABLE PROPELLER HUB/PITCH MECHANISM. TEAMS MAY MODIFY THE PROPELLER DIAMETER BY CLIPPING THE TIP AND MAY PAINT THE BLADES TO BALANCE THE PROPELLER. NO OTHER MODIFICATIONS TO THE PROPELLER ARE ALLOWED. COMMERCIAL DUCTED FAN UNITS ARE ALLOWED.
- BATTERY PACK(S) MAXIMUM WEIGHT LIMIT IS 1.75 LB.
- TEAMS WILL BE ALLOWED A MAXIMUM OF 4 FLIGHT ATTEMPTS OR 3 SUCCESSFUL SCORING FLIGHTS. ONCE A MISSION HAS A SUCCESSFUL SCORING FLIGHT IT MAY NOT BE REPEATED TO TRY TO IMPROVE THE SCORE.
- ALL PAYLOADS MUST BE SECURED SUFFICIENTLY TO ASSURE SAFE FLIGHT WITHOUT POSSIBLE VARIATION OF AIRCRAFT CG DURING FLIGHT.
- IF IN DOUBT, JUDGES WILL HAVE THE DISCRETION TO ASK TEAM TO DEMONSTRATE MOST DEMANDING MISSION.
- HUDDLES WILL BE EXPLAINED ON THE SPOT.
- MAKE SURE THAT THE AIRCRAFT CAN PERFORM MANEUVERS IN ALL THREE AXIS I.E. LONGITUDINAL, VERTICAL AND LATERAL AXIS.
- THE OVERALL TEAM SCORE IS A COMBINATION OF THE DESIGN, OF THE AIRCRAFT AND FLIGHT SCORES. THE TEAM WITH THE HIGHEST OVERALL TEAM SCORE WILL BE DECLARED THE WINNER.

COORDINATOR : ANAND SHAH - 9620288342

AAKRIT JAISWAL - 9900283952

REG FEE : 100

CASH PRIZE : 1ST PRIZE : 5000 , 2ND PRIZE : 4000

DESIGN AND LAUNCH A HYDRO ROCKET THAT CAN GO AS HIGH AS POSSIBLE AND LAND RIGHT AT THE LAUNCH POINT TO NAIL IT PERFECTLY

RULES:

- A MAXIMUM OF 3 MEMBERS ARE ALLOWED IN EACH TEAM.
- THE PARTICIPANTS HAVE TO BRING THEIR OWN ROCKET (EXCEPT THE LAUNCHER AND PUMP).
- THE COMPETITORS ARE ENCOURAGED TO BE CREATIVE IN THE DESIGN OF THE FINS AND THE NOSE CONES OF THEIR ROCKETS.
- THE ROCKETS ARE TO BE LAUNCHED VERTICALLY FROM THE CENTER OF THE CONCENTRIC CIRCLES WITH A RADIUS OF 1M, 2M AND 3M.
- ANY INTERFERENCE IN THE LAUNCH CAUSED BY THE PARTICIPANTS WILL RESULT IN THE DEDUCTION OF THEIR POINTS AND A SECOND CHANCE WILL BE GIVEN TO THE LAUNCHING TEAM.
- THE PARTICIPANTS CAN VARY THE VOLUME OF WATER USED BUT THE AIR PRESSURE WILL BE SPECIFIED ON THE SPOT.
- EACH TEAM WILL BE GIVEN A MAXIMUM OF 2 TRIALS AND THE BEST AMONG THE 2 WILL BE CONSIDERED.
- POINTS WILL BE AWARDED BASED ON THE VERTICAL DISTANCE TRAVELED BY THE ROCKET AND THE POINT WHERE IT LANDS AFTER THE FLIGHT. THE TEAM WITH THE MAXIMUM POINTS WILL BE DECLARED AS THE WINNER.
- IN CASE OF A DRAW, THERE WILL BE A THIRD LAUNCH BETWEEN THE TEAMS TO DETERMINE THE WINNER.

HYDRO-ROCKET





COORDINATOR : ROSHAN SAH - 8970283716

DIPENDRA GUPTA - 7411251598

REG FEE : 300

CASH PRIZE : 1ST PRIZE : 20000 , 2ND PRIZE : 15000

QUAD-SPEED

PARTICIPANTS HAVE TO BRING THEIR BUILT OR BOUGHT QUAD COPTERS FOR RACING AROUND AIR OBSTACLES AND BEATING THE TIME OF OTHERS.

RULES :

- THE BUILT/BOUGHT COPTERS IS LIMITED WITH SPECIFICATION (50CM*50CM)
- THREE PARTICIPANTS PER TEAM.
- NO MODIFICATIONS TO A DEFAULT BOUGHT COPTER.
- FIVE ROUNDS OF INCREASING DIFFICULTY WITH FILTERING IN EACH ROUND.

COORDINATOR : NAVANEET - 9739816494

CHINTAN - 9008896352

REG FEE : 50/-

CASH PRIZE : 1ST PRIZE : 3000/- , 2ND PRIZE : 2000/-

THIS EVENT WILL CHECK THE KNOWLEDGE OF THE PARTICIPANTS IN AIRCRAFT PERFORMANCE AND CONTROL ON MICROSOFT FLIGHT SIMULATOR X. TIME AND MANEUVERS ARE CRITICAL FOR SCORE.

RULES :

- ALL THE PARTICIPANTS WILL BE GIVEN A MISSION ON THE SPOT WHICH THEY HAVE TO COMPLETE.
- THE JUDGMENT WILL BE DONE ON MULTIPLE FRONTS VIZ, TIME TAKEN TO COMPLETE, FUEL CONSUMED, STRUCTURAL DAMAGES ETC.
- THE COMPLETE LIST OF JUDGMENT CRITERIA AND THE SCORING SCHEME WILL BE ANNOUNCED BY THE COORDINATOR ALONG WITH THE MISSION REQUIREMENTS.
- ONE WHO COMPLETES THE MISSION WITH HIGHEST SCORE (COMBINED) WILL BE DECLARED AS WINNER.

FLIGHT SIMULATOR



Works great on
Windows XP
Works even better
on the upcoming
Windows Vista

LINE FOLLOWER

COORDINATOR : KARTHIK - 8553936108

NANDAN - 9901767137

REG FEE : 300/-

CASH PRIZE : 1ST PRIZE : 10000/- , 2ND PRIZE : 6000/-

AN AUTONOMOUS ROBOT HAS TO FOLLOW BLACK LINE ON A WHITE BACKGROUND AND REACH FROM STARTING LINE TO FINISHING LINE AS QUICK AS POSSIBLE.

RULES :

- ROBOTS WILL BE PLACED AT STARTING POINT AND TIME WILL BE RECORDED UNTIL IT REACHES FINISH LINE.
- EACH INDIVIDUAL WILL BE GIVEN TWO TRIALS.
- MAXIMUM OF TWO RESTARTS IN EACH TRIAL.
- IF THE ROBOT STOPS OR MISSES THE LINE, THEN IT HAS TO START FROM THE PREVIOUS CHECK POINT.
- THE ROBOT MUST BE CONTROLLED AUTONOMOUSLY WITH NO HUMAN AID.
- THE ROBOT CANNOT HAVE POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.

ONE WHO COMPLETES THE MISSION WITH HIGHEST SCORE (COMBINED) WILL BE DECLARED AS WINNER.

COORDINATOR : SURYAKIRAN: 9986281443

REG FEE : 100/-

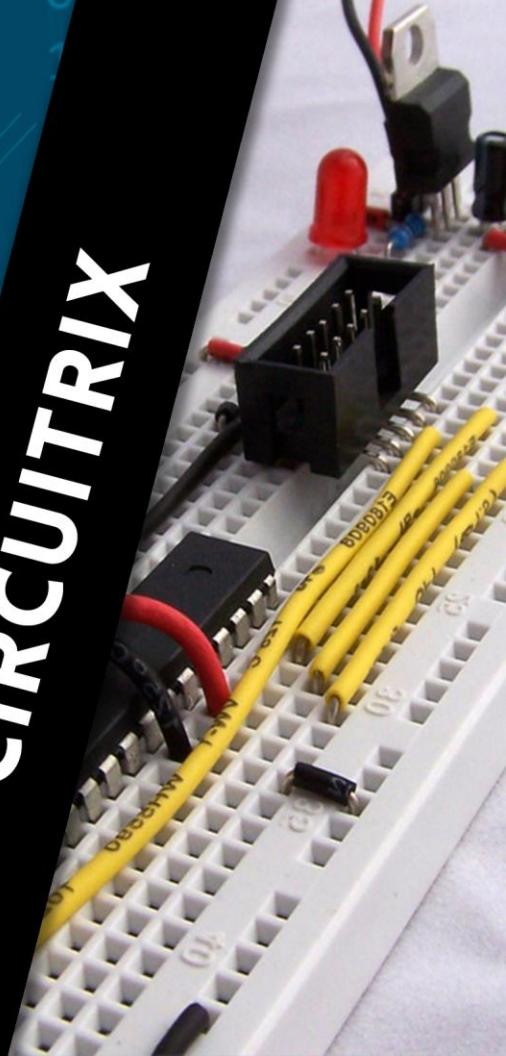
CASH PRIZE : 1ST PRIZE : 5000/- , 2ND PRIZE : 4000/-

THIS CONTEST IS TO TEST THE BREADBOARD CIRCUIT ANALYSIS SKILLS OF THE PARTICIPANTS. THE TEAM THAT CAN CORRECT THE CIRCUIT TO GET THE DESIRED OUTPUT WINS THE COMPETITION.

RULES :

- THE TEAM CAN HAVE MAXIMUM OF TWO MEMBERS.
- ALL TEAM MEMBERS MUST BE CURRENTLY ENROLLED AS STUDENTS IN COLLEGES.
- PARTICIPANTS ARE NOT ALLOWED TO HAVE CELL PHONES WITH THEM DURING THE EVENT.
- THE DECISION OF THE JUDGES IS FINAL.
- PARTICIPANTS SHOULD NOT SPOIL ANY COMPONENTS OR DEVICES PROVIDED TO THEM.
- NUMBER OF ROUNDS WILL BE DECIDED DEPENDING ON THE NUMBER OF TEAMS TAKING PART IN THE EVENT.

CIRCUITRIX





FULL THROTTLE

COORDINATOR : PAWAN : 9901158810

REG FEE : 300/-

CASH PRIZE : 1ST PRIZE : 10000/- , 2ND PRIZE : 8000/-

MAKE A WIRELESS REMOTE CONTROLLED MACHINE, WHICH CAN RACE AGAINST OTHER OPPONENTS, MANEUVER AND ZOOM ON AN OFF-ROAD DIRT TRACK KIND OF OBSTACLES.

RULES:

- THE TEAM CAN HAVE MAXIMUM OF FOUR MEMBERS
- THE CAR MUST FIT INTO A BOX OF 30CM X 25CM X 20CM AT ANY POINT IN THE RACE.
- THE CARS ARE TO BE FABRICATED BY THE TEAM. CARS BOUGHT FROM THE MARKET OR BUILT FROM A DIY KIT AVAILABLE FOR PURCHASE WILL BE DISQUALIFIED.
- THE TEAMS ARE ALLOWED TO USE A SINGLE BATTERY OF MAXIMUM 15 VOLTS ON THE CAR.
- THERE WILL BE TWO ROUNDS.

COORDINATOR : NAGESH - 8971435900

SACHIN - 9742758644

REG FEE : 150/-

CASH PRIZE : 1ST PRIZE : 5000/- , 2ND PRIZE : 4000/-

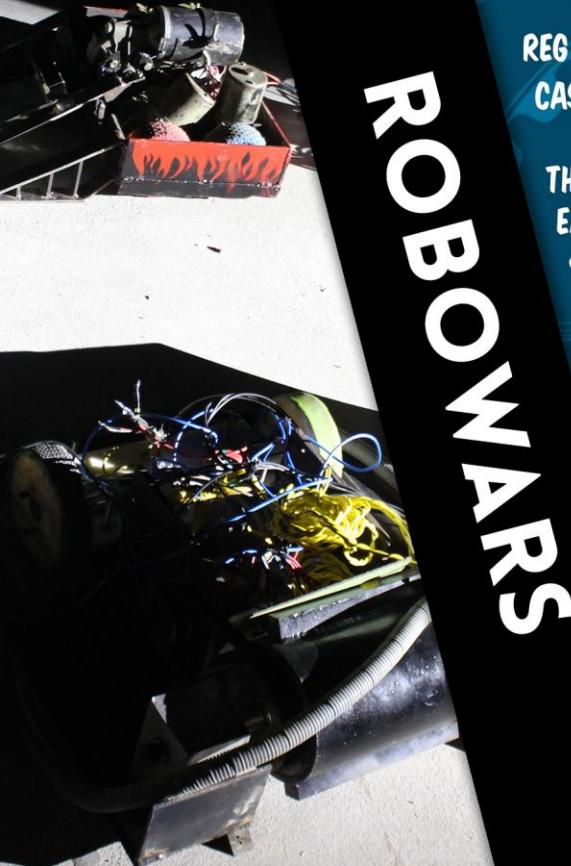
FOX HUNT IS AN ACTIVITY INVOLVING THE TRACKING, CHASE, AND SOMETIMES KILLING OF A FOX (HERE IT IS GETTING THE CLUES BY TRACKING DOWN AN RF TRANSMITTER), BY TRAINED FOXHOUNDS (RF RECEIVERS, AND A GROUP OF UNARMED FOLLOWERS LED BY A MASTER OF FOXHOUNDS (TEAM LEAD), WHO FOLLOW THE HOUNDS ON FOOT.

RULES :

- MEMBERS PER TEAM- 2-3
- TIME LIMIT- 30-45 MINUTES PER ROUND
- AT THE END OF FINDING EACH CLUE, THE PARTICIPANTS HAVE TO TAKE A PICTURE OF CLUE WITH THE TRANSMITTER.
- THOSE PARTICIPANTS WHO'LL FIND THE EXACT LOCATION OF FINAL TRANSMITTER AND HAND OVER ALL THE CLUES TO THE EVENT COORDINATOR WILL BE THE WINNERS OF THE EVENT.
- THE TEAM WHICH IS FINDING TWO OR MORE CLUES AT A TIME MAY LEAD TO PENALTY OR CHANCES TO DISQUALIFY THE TEAM.

FOX HUNT





ROBOWARS

COORDINATOR : VIKAS - 9731882683
PRABODH - 9036543295
GAURAV KULKARNI - 8277605437

REG FEE : 700/-

CASH PRIZE : 1ST PRIZE : 40000/- , 2ND PRIZE : 30000/-

THE TRADITIONAL HEADLINE OF THE TECH FEST WILL WITNESS THE BOTS TAKING ON EACH OTHER UNLEASHING THEIR WEAPONS.

• DAB, HAMMER, TURTLE AND CORNER YOUR OPPONENT TO STAND AS THE ROBOKING !

RULES :

- THREE ROUNDS PER BOUT OF 120S
- MAX OF FIVE PARTICIPANTS PER TEAM.
- BOUT MIGHT END WITH A KNOCKOUT
- FINAL DECISION BASED ON THE DAMAGE.

COORDINATOR : PRIYESH : 7795778808

AKSHDEEP : 9632402156

REG FEE : 100/-

CASH PRIZE : 1ST PRIZE : 6000/- , 2ND PRIZE : 4000/-

DESCRIPTION :

- A COMPETITION TO ALL THE DETECTIVE-EYES OUT THERE.
- WE HAVE THIS COOL COMPETITION TO TEST YOUR LOGICAL AND DEBUGGING SKILLS.
- A CONTEST THAT REQUIRES JUST BASIC C SKILLS. PROVE THAT YOU HAVE AN EYE FOR ERRORS.
- THE CONTEST REQUIRES YOU TO FIND BUGS IN THE CODES. THE LEVEL OF DIFFICULTY INCREASES IN SUCCESSION.

RULES :

TEAM SPECIFICATIONS :

- 1) A TEAM CAN CONSIST OF MINIMUM OF ONE MEMBER AND MAXIMUM OF 2.
- 2) PARTICIPANTS MUST CARRY A VALID ID CARD OF THEIR INSTITUTE.

ROUND 1: A PEN-PAPER ROUND WHICH TESTS YOUR BASIC C PROGRAMMING SKILLS. THIS ROUND WILL BE THE SELECTING CRITERIA FOR 2ND ROUND.

ROUND 2: WE PUT YOU ON COMPUTERS WITH PRE-LOADED ERRONEOUS PROGRAMS.

4 LEVELS AND THE CUMULATIVE TIME TAKEN TO DEBUG ALL PROGRAMS WILL BE CONSIDERED TO DECLARE THE WINNERS.

- NO ONLINE HELP IS ALLOWED.
- 10 TEAMS WILL BE QUALIFIED FROM ROUND 1 TO PARTICIPATE IN ROUND 2
- THE OUTPUT EXPECTED WILL BE INFORMED BEFOREHAND.
- ERRORS IN THE PROGRAM CAN BE ANY OF THE FOLLOWING: LOGICAL ERRORS, SYNTACTIC ERRORS, SEMANTIC ERRORS, RUN-TIME ERRORS ETC.
- THE WINNER DECLARATION WILL BE SOLELY BASED ON PERFORMANCE IN THE SECOND ROUND.
- EVENT COORDINATORS WILL HOLD THE RIGHT TO SETTLE ANY DISPUTES AND THEIR DECISIONS WILL BE FINAL AND BINDING.

BUG ME NOT



ON SPOT PROGRAMMING

COORDINATOR : HARSH : 8123358131
RAJNARAYAN : 9164841394

REG FEE : 100/-

CASH PRIZE : 1ST PRIZE : 5000/- , 2ND PRIZE : 4000/-

PREPARE TO UNLEASH THE CODER IN YOU, AS THIS EVENT PROVIDES AN OPPORTUNITY TO TEST YOUR CODING SKILLS BUT NOT IN THE STEREOTYPICAL WAY. THIS EVENT PUTS IN TEST YOUR LEARNING CURVE AND ABILITY YOUR ABILITY IMPLEMENT FASTER.

RULES :

TEAM SPECIFICATION

- 1) A TEAM CAN CONSIST OF MINIMUM OF ONE MEMBER AND A MAXIMUM OF TWO.
 - 2) THE PARTICIPANTS MUST PROVIDE VALID ID CARD OF THEIR INSTITUTE.
- THE FIRST ROUND WILL BE PAPER-PEN ORIENTED. THE SECOND PUTS YOU ON THE COMPUTER.
ROUND 1: THIS ROUND WILL TEST YOUR BASIC PROFICIENCY IN PROGRAMMING. THE TOP 5 TEAMS WILL GO TO THE SECOND ROUND.
ROUND 2: A SURPRISE AWAITED. SOMETHING NEW WELCOMES YOU!
THE DETAILS OF THIS ROUND WILL BE SHARED JUST BEFORE THE START OF THE ROUND.
 - WINNERS WILL BE ANNOUNCED BASED ON THE PERFORMANCE IN THE PARTICULAR ASSIGNMENT OF THIS ROUND. THE PERFORMANCE IN 1ST ROUND WILL NOT BE CONSIDERED.
 - A GNU/GCC COMPILER WILL BE USED.
 - RESOURCES LIKE INTERNET AND REFERENCE BOOKS ARE NOT ALLOWED.
 - EVENT COORDINATORS WILL HOLD THE RIGHT TO SETTLE ANY DISPUTES AND THEIR DECISIONS WILL BE FINAL AND BINDING.
 - THE FINALIZED RULES WILL BE DISCLOSED FIVE MINUTES BEFORE THE ACTUAL EVENTS.

COORDINATOR : MELVIN : 9663099295

SRINUB : 8971389284

AKHIL : 9535943136

REG FEE : 100/-

CASH PRIZE : 1ST PRIZE : 5000/- , 2ND PRIZE : 4000/-

- THE PARTICIPANT WILL BE GIVEN AN EXECUTABLE FILE WHICH WILL HAVE A PARTICULAR OUTPUT. BASED ON THE OUTPUT, THE PARTICIPANT THE GUESS THE CODE OF IT AND CODE IT TO GAIN POINTS.

RULES:

- PROGRAMMING LANGUAGE C, C++
- ONE PARTICIPANT PER TEAM.

JUDEGEMENT CRITERIA

- BASED ON THE DIFFICULTY OF THE PROBLEM, THERE ARE POINTS ALLOCATED TO THEM.
- PERSON HAVING THE HIGHEST POINT BY THE END OF THE EVENT WILL BE WINNER.

GUESS THE CODE

HTML





COORDINATOR : SHIVAM DUBEY : 8050225474

NIVEDITA : 9035566966

PAVAN : 7022146411

REG FEE : 50/-

CASH PRIZE : 1ST PRIZE : 6000/- , 2ND PRIZE : 4000/-

- LOVE TO SOLVE RUBIK'S CUBE AND RUBIK'S REVENGE? HERE IS THE CHANCE TO SOLVE IT IN THE LEAST TIME THAN THE OTHERS AND TAKE AWAY A GOOD PRIZE BY JUST FOLLOWING YOUR HOBBY !

RULES

- ALL WCA RULES WILL BE APPLICABLE
- GENERAL RULES WILL BE ANNOUNCED BEFORE STARTING OF THE EVENT.
- JUDGMENT CRITERIA WILL BE BASED ON WCA.

RUBIK'S
CUBE

COORDINATOR : SHIVAM DUBEY: 8050225474

REG FEE : FREE

CASH PRIZE : 1ST PRIZE : WORTH 1 LAKH

- IF YOU ARE A CREATIVE PROGRAMMER, THIS IS THE EVENT YOU SHOULD EXACTLY LOOK FOR. THE THEME IS "CASHLESS ECONOMY", BASED ON WHICH A USABLE APPLICATION HAS TO BE CREATED. FINALLY, THE TEAM HAS TO GIVE A DEMONSTRATION OF ITS APPLICATION FOR ABOUT 10 MIN

RULES • THE DURATION OF THE EVENT IS 24 HOURS.

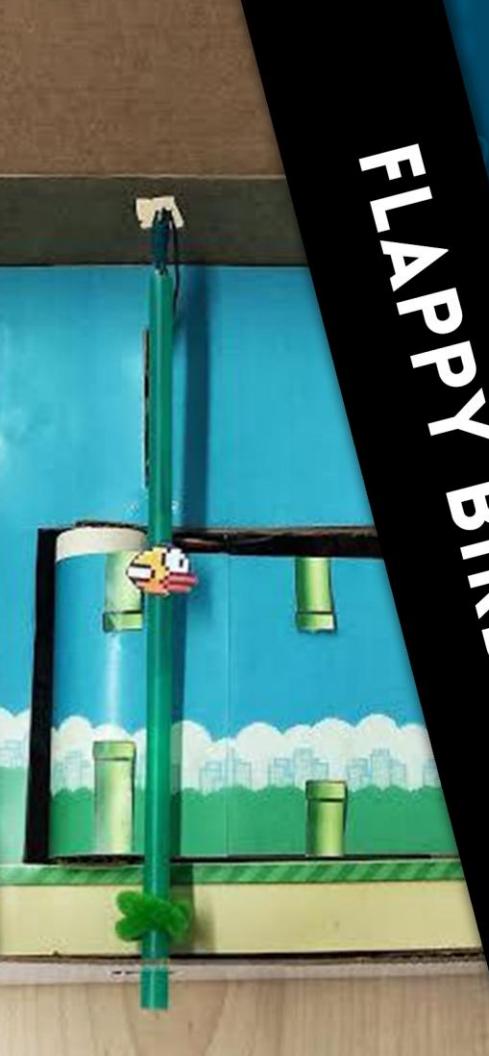
- THE TEAM SHOULD CONSIST OF NOT MORE THAN 3 STUDENTS.
- THE APPLICATION CAN BE DEVELOPED ON ANY PLATFORM.
- LAPTOPS ARE ALLOWED.

JUDGEMENT CRITERIA:

- CREATIVITY INVOLVED IN THE APPLICATION DEVELOPED.
- RELEVANCE TO THE THEME GIVEN.
- EFFECTIVENESS OF THE DEMONSTRATION GIVEN AT THE END.

YOUR
WORLD
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HACKMANIA



COORDINATOR : RAJNARAYAN : 9164841394

YUVARAJ : 8553622928

REG FEE : 50

CASH PRIZE : 1ST PRIZE : 3000 , 2ND PRIZE : 2000

FLAPPY BIRD LIVE

A PHYSICAL VERSION OF THE FLAPPY BIRD GAME WHERE YOU NEED TO 'JUMP' THE BIRD WITH THE TOUCH OF A BUTTON.

RULES

- INDIVIDUAL PARTICIPATION
- PARTICIPANT WITH THE HIGHEST SCORE WILL BE DECLARED AS THE WINNER

COORDINATOR : PRASANNA : 9483969007

DIPENDRA : 8147018125

REG FEE : 200

CASH PRIZE : 1ST PRIZE : 8000 , 2ND PRIZE : 6000

DESCRIPTION IT'S TIME FOR SOME FUN NOW. BUILD AND UNLEASH YOUR ROBOT ON THE FIELD. LET THE GAME BEGIN!!

RULES

BOT SPECIFICATIONS

- THE BOT DIMENSIONS SHOULD BE LESS THAN 30*30*30 (LENGTH*WIDTH*HEIGHT) WITH 5% TOLERANCE
- THE WEIGHT OF THE BOT SHOULD NOT EXCEED 5KG.
- WIRED OR WIRELESS BOTH BOTS ARE ALLOWED, BUT ARE CONSIDERED IN THE SAME CATEGORY AND ARE MADE TO COMPETE TOGETHER
- THE BOTS SHOULD BE OPERATED BY BATTERIES ONLY, IC ENGINES ARE NOT ALLOWED.
- THE MAXIMUM VOLTAGE BETWEEN ANY TWO POINTS IN THE CIRCUIT SHOULD NOT EXCEED 12V (BATTERIES MAXIMUM OF 12V)
- BATTERIES SHOULD BE ON BOARD THE BOT AND CARRYING THE BATTERIES ARE NOT ALLOWED.
- ALL THE BOTS SHOULD RUN BY DIRECT CURRENT (DC) ONLY, ALTERNATING CURRENT (AC) BOTS ARE NOT ALLOWED AND ANY EXTERNAL SOCKET IS NOT PROVIDED TO RUN THE BOTS, BUT THERE WILL BE SOCKETS TO CHARGE THE RECHARGEABLE BATTERIES.
- THE BOTS MAY OR MAY NOT POSSESS A KICKING MECHANISM TO PUT THE BALL PAST THE GOAL LINE.
- DURING THE EVENT THE BALL MUST BE EXPOSED AND CAN ONLY BE PUSHED OR PULLED HENCE CARRYING THE BALL OR COVERING IT FROM THE OPPONENT BY CATCHING IT INSIDE THE BALL IS PROHIBITED.
- THE TIME DURATION FOR THE ROUNDS AND OTHER SPECIFIC RULES REGARDING THE EVENT WILL BE ANNOUNCED AT THE EVENT VENUE.

TEAM SPECIFICATION :

- ONLY 2 PARTICIPANTS PER TEAM ARE ALLOWED.

ROBO SOCCER





AUTOMOTIVE QUIZ

COORDINATOR : BASWARAJ Y - 9738768225

KALYAN C - 8050792685

AKSHAY BHAT - 8904491980

REG FEE : 200

CASH PRIZE : 1ST PRIZE : 4000 , 2ND PRIZE : 3000

DESCRIPTION

A COMPETITIVE QUIZ CONTEST WITH VARIOUS ROUNDS OF DIFFERENT CHALLENGES. THE QUESTIONS AND TASKS WILL BE COMPLETELY BASED ON AUTOMOTIVE INDUSTRY, MARKET, DESIGN AND RECENT TECHNOLOGIES.

RULES

- 4 ROUNDS OF VARIOUS CHALLENGES.
- ONLY TWO PARTICIPANTS PER TEAM.
- INTERACTION AND COMMUNICATION BASED TASKS.

JUDGEMENT CRITERIA :

- NUMBER OF CORRECT ANSWERS.
- JUDGES' WILL HAVE THE FINAL DECISION.

NOTE: PARTICIPANTS MUST CARRY A VALID ID CARD OF THEIR INSTITUTE.

COORDINATOR : ATHREYA - 9483957700

PRIYANKA - 9686624666

REG FEE : 100

CASH PRIZE : 1ST PRIZE : 5000 ,2ND PRIZE : 3000

DESCRIPTION

PRESENTING A PAPER FROM ONE OF THE SELECT TOPICS. MUST INCLUDE RESEARCH WORK OR BUSINESS MODEL WITH NEW, ORIGINAL AND INNOVATIVE IDEA.

RULES

- THE MAXIMUM DURATION OF THE PRESENTATION IS 20 MINUTES.**
- MAX OF TWO PARTICIPANTS PER TEAM.**
- THE QUESTIONNAIRE WILL FOLLOW PRESENTATION FOR 10 MINUTES BY ASSIGNED JUDGES.**
- PLAGIARISM IS NOT TOLERATED**

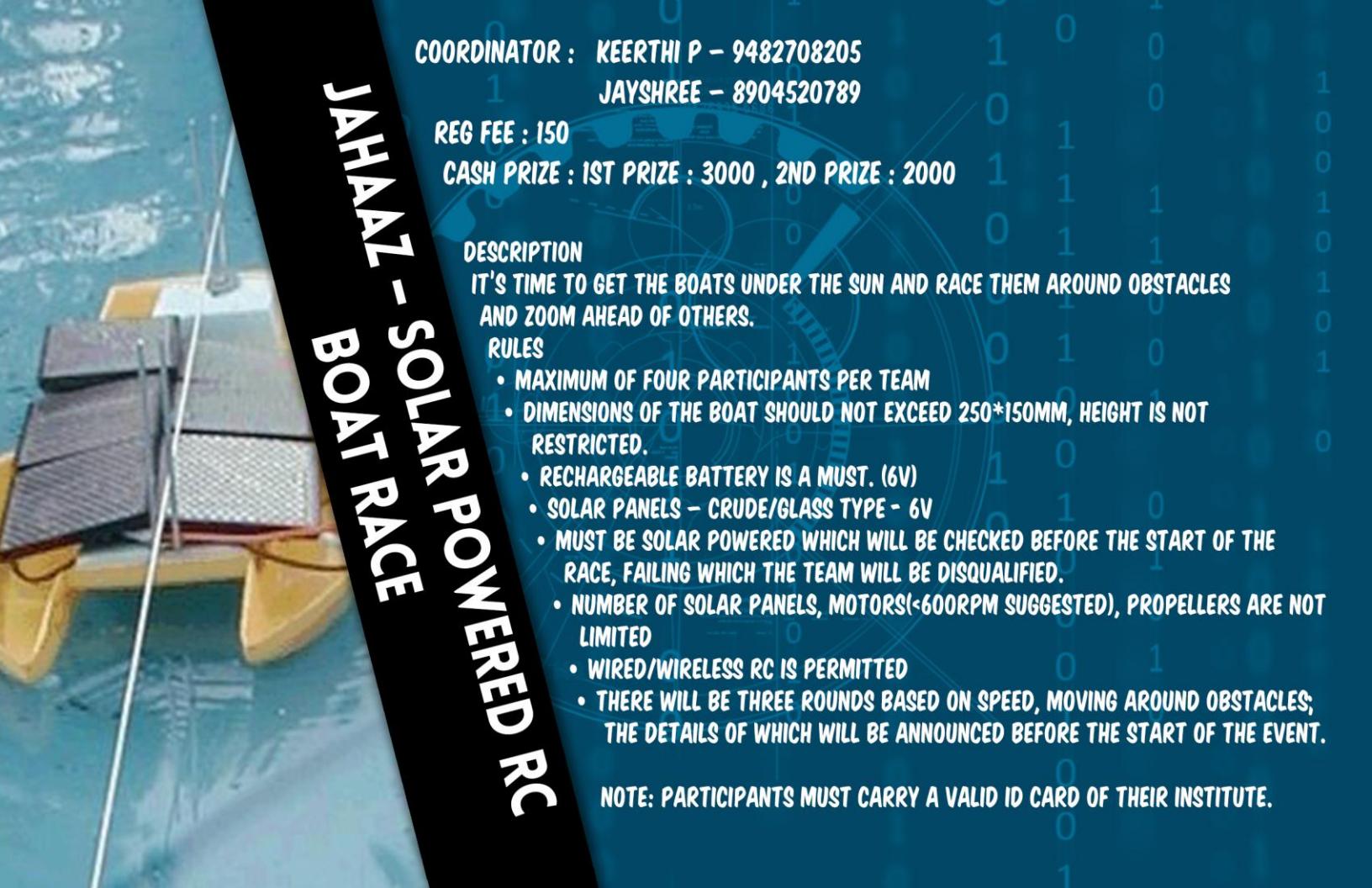
JUDGEMENT CRITERIA :

- AUTHENTICITY AND ORIGINALITY.**
- TECHNICAL DATA INTERPRETATION**
- REAL WORLD APPLICATION**

NOTE: PARTICIPANTS MUST CARRY A VALID ID CARD OF THEIR INSTITUTE.

PAPER PRESENTATION





COORDINATOR : KEERTHI P - 9482708205

JAYSHREE - 8904520789

REG FEE : 150

CASH PRIZE : 1ST PRIZE : 3000 , 2ND PRIZE : 2000

DESCRIPTION

IT'S TIME TO GET THE BOATS UNDER THE SUN AND RACE THEM AROUND OBSTACLES AND ZOOM AHEAD OF OTHERS.

RULES

- MAXIMUM OF FOUR PARTICIPANTS PER TEAM
- DIMENSIONS OF THE BOAT SHOULD NOT EXCEED 250*150MM, HEIGHT IS NOT RESTRICTED.
- RECHARGEABLE BATTERY IS A MUST. (6V)
- SOLAR PANELS - CRUDE/GLASS TYPE - 6V
- MUST BE SOLAR POWERED WHICH WILL BE CHECKED BEFORE THE START OF THE RACE, FAILING WHICH THE TEAM WILL BE DISQUALIFIED.
- NUMBER OF SOLAR PANELS, MOTORS(<600RPM SUGGESTED), PROPELLERS ARE NOT LIMITED
- WIRED/WIRELESS RC IS PERMITTED
- THERE WILL BE THREE ROUNDS BASED ON SPEED, MOVING AROUND OBSTACLES; THE DETAILS OF WHICH WILL BE ANNOUNCED BEFORE THE START OF THE EVENT.

NOTE: PARTICIPANTS MUST CARRY A VALID ID CARD OF THEIR INSTITUTE.

JAHAAZ - SOLAR POWERED RC
BOAT RACE

COORDINATOR : RANJAN - 8553663602

SHUBHAM - 8867250295

RAJESH - 8147533810

REG FEE : 100

CASH PRIZE : 1ST PRIZE : 6000 , 2ND PRIZE : 4000

DESCRIPTION

DESIGN A CABLE STAYED SUSPENSION BRIDGE USING POPSICLE STICKS, COTTON STRINGS AND FEVICOL ADHESIVE THAT CAN SUSTAIN THE MAXIMUM POSSIBLE LOAD WITH MINIMUM DEFLECTION, SATISFYING THE UNDERSTATED CONSTRAINTS.

RULES

- MATERIALS WILL BE PROVIDED
- DIMENSIONS WILL BE GIVEN ON THE SPOT
- ONCE THE STRUCTURE IS WEIGHED, YOU ARE NOT ALLOWED TO MODIFY THE STRUCTURE IN ANY WAY.
- 6 HOURS WILL BE PROVIDED FOR MAKING THE MODEL.

JUDGING CRITERIA

- AESTHETIC VIEW
- DEAD MASS OF THE BRIDGE
- VERTICAL DEFLECTION OF THE CENTER OF THE BRIDGE DECK DURING FAILURE.
- LOAD CARRIED BY THE STRUCTURE BEFORE FAILURE

NOTE: PARTICIPANTS MUST CARRY A VALID ID CARD OF THEIR INSTITUTE.

SETU (BRIDGE DESIGNING)





TALL STRUCTURES

COORDINATOR : MONESH - 8553042866
KARTHIK - 9663783855
NAVEEN - 8971078025

REG FEE : 150

CASH PRIZE : 1ST PRIZE : 4000 2ND PRIZE : 3000

DESCRIPTION

DESIGN A TALL STRUCTURE USING SPAGHETTI AND CLAY THAT CAN SUSTAIN THE MAXIMUM POSSIBLE ERECTION WITH MINIMUM DEFLECTION, SATISFYING ALL THE UNDERSTATED CONSTRAINTS.

RULES

DESIGN CONSTRAINTS

- VERTICAL HEIGHT OF THE TALL STRUCTURES MUST BE TALL WITH MINIMUM DEFLECTION.
- LIMITED SPAGHETTI WILL BE PROVIDED

MATERIAL CONSTRAINTS:

- SPAGHETTI AND ADHESIVE MATERIAL SHOULD ONLY BE USED TO BUILD THE STRUCTURE.
- SPAGHETTI CAN BE CUT OR TRIMMED TO ANY SHAPE AND SIZE.
- ADHESIVE CAN ONLY BE USED TO JOIN THE SPAGHETTI TOGETHER. ADHESIVES CANNOT BE APPLIED ON THE FREE SURFACE OF THE MEMBER MADE OF SPAGHETTI THAT INCREASE IN ITS STRENGTH AND MISLEADING THE RESULTS

- ANY KIND OF COLOURING OR PAINTING THE STRUCTURE IS NOT ALLOWED.
- THE TEAM WILL BE DISQUALIFIED IF FOUND USING ANY OTHER MATERIAL OTHER THAN THOSE MENTIONED IN ANY PART OF THE STRUCTURE

TESTING:

IT IS TESTED ON THE BASIS OF ITS APPEARANCE, STABILITY AND HEIGHT OF THE STRUCTURE.

TEAM SPECIFICATIONS:

- A TEAM MAY CONSIST OF A MAXIMUM OF 4 MEMBERS.
- STUDENTS FROM DIFFERENT EDUCATIONAL INSTITUTES CAN FORM A TEAM.

COORDINATOR : SHALINI S - 7411443447

POOJA S - 8123309756

SAMPREETH - 7019350118

REG FEE : 100

CASH PRIZE : 1ST PRIZE - RS 5000/- 2ND PRIZE - RS 3000/-

EGG DROP CHALLENGE IS AN ON THE SPOT EVENT IN WHICH TEAMS HAVE TO DESIGN A COMPACT STRUCTURE USING DIFFERENT TYPES OF MATERIALS ACQUIRED BY THEM THROUGH AUCTIONING. TEAMS HAVE TO DROP THE STRUCTURE FROM A HEIGHT OF 40FT. THE AIM IS TO PREVENT THE EGG FROM CRACKING.

RULES :

- **MAXIMUM SIZE OF STRUCTURE - 30*30*30(CM)**
- **FIXED HEIGHT - 40 FEET**
- **MAXIMUM OF 3 MEMBERS PER TEAM IS ALLOWED.**
- **USE OF ADHESIVES BETWEEN MATERIAL AND EGG IS NOT PERMITTED.**
- **MAXIMUM TIME WILL BE 1 HOUR FOR DESIGNING THE STRUCTURE AFTER GETTING MATERIAL FROM AUCTION**
- **THE STRUCTURE SHOULD BE DROPPED WITH ZERO VELOCITY.**
- **TWO CHANCES SHALL BE GIVEN TO EACH TEAM. HOWEVER, THE SECOND CHANCE WILL LEAD TO A PENALTY OF 10 POINTS**
- **TEAMS ARE NOT ALLOWED TO TAKE STRUCTURE WITH THEM.**
- **TEAMS CAN ONLY USE MATERIAL PROVIDED AT THAT TIME THROUGH AUCTIONING. USING MATERIALS FROM OUTSIDE WILL LEAD TO DISQUALIFICATION.**

JUDGING CRITERIA:

- **EFFECTIVENESS & SIMPLICITY OF THE MODEL**
- **DESIGN EXPLANATION & AESTHETICS**
- **TIME TO DESIGN THE MODEL.**

THERE WILL BE SOME PENALTY IN CASE THE MODEL DOESN'T WORK IN THE FIRST ATTEMPT.

DROP THE EGG



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