

PROBLEM STATEMENT HANDBOOK



RULES FOR PRESENTATIONS

- During the presentations, the succeeding three teams as per the sequence must be prepared with their presentations on the Meet.
- 2. The participants must be connected to the Meet via multiple (more than one) internet providers to avoid any interruption during the event. Managing a good and stable internet connection is the sole responsibility of the participants.
- 3. The name of IITs shouldn't be disclosed during the presentations and must be strictly adhered to. Any deviation from the same would lead to a penalty of 5% of the event points. (not applicable for SAC and EC)
- 4. A buzzer would notify the team two minutes before the end of the allotted time, following which you would be expected to conclude your presentations.
- 5. The presenters of each team must raise their hands prior to their turn so that the host can invite them to present.
- 6. The final submissions for specified events have to be done by their respective deadlines. If the submission contains the name of the IIT anywhere, a straight 10% penalty will be imposed.
- 7. There will be a 20% penalty imposed if a discrepancy is found between the presented PPT and the submitted PPT. In extreme cases, it would also lead to disqualification.
- 8. Submission delay penalties:

First 15 mins - 20% 15-30 mins - 30% 30 mins - 1 hour - 50% 1 hour + - 100%



10. Penalties during the presentation:

0-15 seconds delay => 5%

15-30 seconds delay => 10%

30-60 seconds delay => 15%

60+ seconds delay => 20%

- 9. After the completion of the presentation of the preceding IIT, we would wait for a maximum of 5 minutes for the next team, post which a timer will be started, and after the arrival of the team, the time from their presentation will be deducted accordingly.
- All submissions should be submitted at platforms mentioned with the appropriate naming conventions.
- 11. If the number of presenters exceed the specified limit (multiple people can join from a single camera frame as long as it does not exceed the specified limit) a 5% penalty will be imposed (explicitly for online presentations).
- 12. Any use of malpractice, use of foul language, misbehavior, sledging, any derogatory statement directed against other teams will not be tolerated. In extreme cases, it would also lead to disqualification.
- 13. Any new rule or a change in the event will be informed to the teams by the event coordinators prior to the beginning of the event.
- 14. Any point, which is not directly covered by these rules, shall be decided in the light of the rules most nearly applicable and in accordance with the general tenor and the spirit of the said rules. The core team is authorized to frame/modify any of the rules for the smooth running of the meet and it will be binding for all the teams.
- 15. In case of any discrepancy, the decision of the core team shall be considered



HIGH PREP PROBLEM STATEMENTS (Score: 400 Points)

DevRev's Expert Answers in a Flash: Improving Domain-Specific QA

- Predictions and Colab Notebook Submission: 5th February, 11:59 PM
- Report Submission: 7th February, 11:59 PM
- Presentation Submission: 9th February, 11:59 p.m.
- Presentation of the Solution: 12th February
- Presentation + Q&A (10 mins)
- No. of Presenters: 6 participants (max)

Drona Aviations's Pluto Drone Swarm Challenge

- Report Submission (8 pages max): 8th February, 11:59 PM
- Presentation Submission (10 slides max): 9th February, 11:59 p.m.
- Presentation + Demonstration (10 mins): 12th February
- No. of Presenters: 6 participants (max)

Grow Simplee's Route Planning for Optimized On-Time Delivery

- Mock test cases will be shared by 6th February
- Report Submission: 7th February, 11:59 PM
- A One-pager needs to be made to demonstrate your work
- Final Evaluation + Discussion on the One-Pager (10 mins): 11th February
- No. of Presenters: 6 participants (max)

gradCapital's Seeking Secrets to Startup Stardom

- Report Submission: 8th February, 11:59 PM
- Presentation Submission: 9th February, 11:59 p.m
- Presentation of the Solution: 11th February
- Presentation (7 mins) followed by Q&A (8 mins)
- No. of Presenters: 6 participants (max)



MID PREP PROBLEM STATEMENTS (Score: 250 Points)

ConsenSys's MetaMask Snaps Problem Statement

- GitHub Repository and Recorded Presentation (limit 8 mins) Submission:
 February 07, 11:59 PM
- Q&A (7 mins): February 8, 9
- No. of Presenters: 4 participants (max)

Cloudphysician's The Vital Extraction Challenge

- Collab Notebook Submission: February 07, 11:59 PM
- Presentation Submission: February 08, 11:59 PM
- Presentation of the Solution: February 11
- Presentation (10 mins) followed by Q&A (10 mins)
- No. of Presenters: 4 participants (max)

ISRO's The Chandrayaan Moon Mapping Challenge

- Part 1: AI/ ML model submission: February 08, 11:59 PM
- Part 2: Global Lunar Atlas Submission: February 08, 11:59 PM
- Recorded Presentation (limit 10 mins) Submission: February 09, 11:59 PM
- Q&A Session (5 10 mins): February 11
- No. of Presenters: 4 participants (max)

JLR's The Robotic Charging Challenge

- MATLAB/ Simulink model, animations/ plots, CAD Model Submission: February 06, 11:59 PM
- Presentation Submission: February 07, 11:59 PM
- Interaction with company officials (8 teams): February 09
- Presentation (8 mins) followed by Q&A (7 mins)
- No. of Presenters: 4 participants (max)



LOW PREP PROBLEM STATEMENTS (Score: 150 Points)

Cognitive Garage's Easy Automation of Complex Decision Making

- Report Submission (pdf): February 09, 11:59 PM
- Presentation of the Solution: February 12
- Presentation (7 mins) followed by Q&A (5 mins)
- No. of Presenters: 2 participants (max)

Quantinsti's Efficacy of Price Action Trading Strategies in the context of the Indian Equities Market

- Report Submission (word): February 09, 11:59 PM
- Presentation of the Solution: February 11
- Presentation (10 mins) followed by Q&A (5-10 mins)
- No. of Presenters: 2 participants (max)

Paradime.io's Product Challenge

- Notion Document (PRD) Submission: February 08, 11:59 PM

IGDC's GameDev Challenge

- Game Submission: February 09, 11:59 PM
- Q&A session (10 15 mins) on Game: February 12
- No. of people in Q&A session: 3 participants (max)

Saptang Labs' CyberSec

- Keep submitting vulnerabilities till: February 10, 11:59 PM



EVENT TIMELINE











