



**Mayoor** *M* **School, Noida**

In collaboration with  
MAYO COLLEGE GENERAL COUNCIL, AJMER

CELEBRATING  
**20**  
YEARS OF EXCELLENCE



**DIGITAL INDIA**

# **BATTLE OF TITANS**

**OCTOBER**

**12**

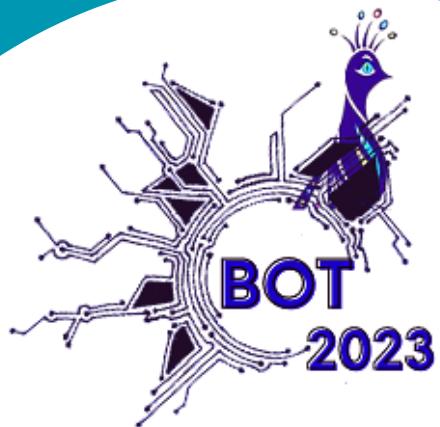
**POWER  
TO  
EMPOWER**



# INVITATION



**UNLEASH YOUR CREATIVITY  
IN EVERY BYTE**



Dear Principal

As we celebrate 20 years of academic excellence in the field of education, it is my pleasure to invite the students of your institution to the 12<sup>th</sup> edition of our most coveted Annual Inter-School IT Fest, Battle of Titans 2023, a mega event that offers various opportunities for students to explore new skills.

Battle of Titans provides a platform for cyber citizens to showcase their talent and expertise through digital means. The event will feature a variety of riveting competitions that will challenge the creative minds of the participants.

We are pleased to invite your students to participate in the upcoming Battle of Titans 2023. The students will become a part of the community that will enable them to learn and gain valuable experience.

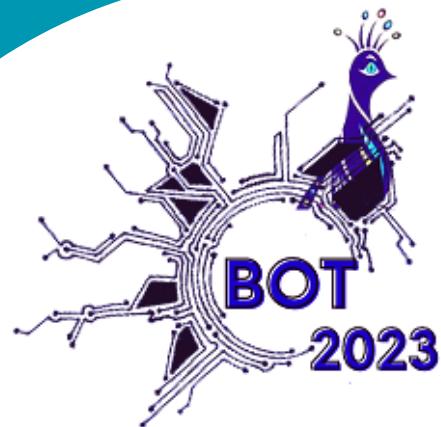
Details of the events are enclosed. Please send the duly filled registration form latest by Tuesday, September 26, 2023.

Looking forward to your enthusiastic participation.

**Warm regards  
Alka Awasthi  
Principal**

# GENERAL INSTRUCTIONS

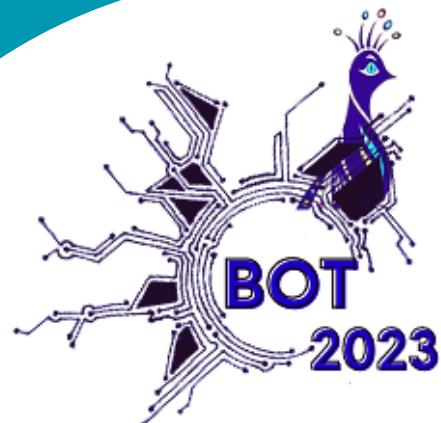
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- Schools must register for the events through the registration link:  
<https://forms.gle/5khCVYfzXZgdQjLv8>
- No student can participate in more than one event.  
Last date for registration is Tuesday, 26th September, 2023.
- All schools should report at the reception by 8:00 am on Thursday, 12th October 2023.
- Please ensure that there is one teacher to accompany the students.
- All students are required to carry their School ID cards and they should come in their school uniform.
- Refreshment coupons may be collected by the escort teacher from the registration counter.
- During presentation, participants must not disclose their school's name and they should only use their school code provided by the host school.

# GENERAL INSTRUCTIONS

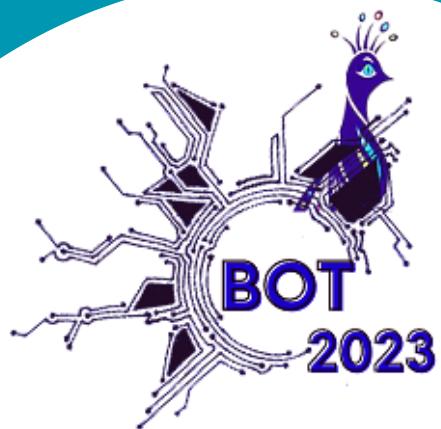
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- **The school with the maximum points will be awarded the Rolling Trophy.**
- **The host school will not be competing for the Rolling Trophy. However, the students will be participating in all the events.**
- **If the number of participants exceeds in various events then a preliminary round will be conducted online/offline to shortlist the teams.**
- **The same will be intimated to the participating schools well in advance.**
- **All participating schools have to be present during Prize Distribution ceremony to collect their participation certificates/prizes.**
- **Decision of the judges will be final and binding.**
- **For any queries, contact the event incharges between 4:00 pm – 5:00 pm or email us at [botatmayoornoida@gmail.com](mailto:botatmayoornoida@gmail.com)**

# EVENT LIST

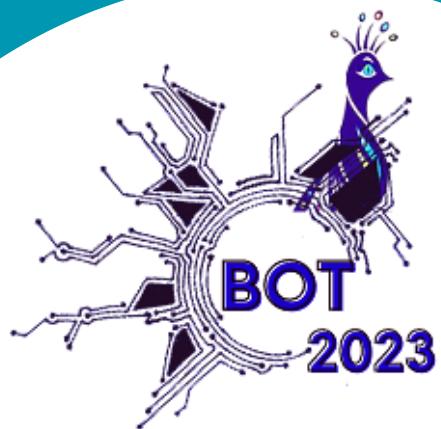
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SNO.	EVENT NAME	CLASSES	NUMBER OF PARTICIPANTS
1.	DIGITAL DOODLING	II	1
2.	TECHNO ARTIST	III & IV	2
3.	TECH TORPEDO	V	1
4.	CREATIVE CODE CANVAS	VI - VIII	1
5.	ROBO RACE	VI - VIII	2

# EVENT LIST

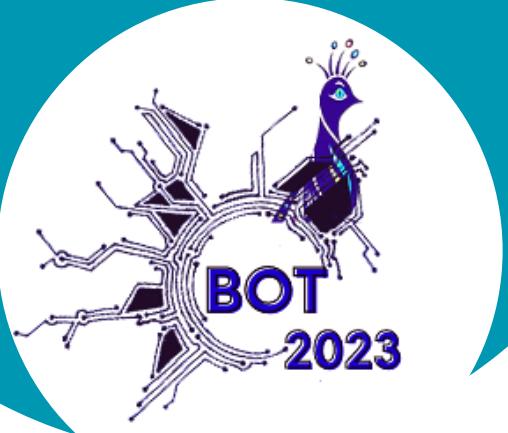
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SNO.	EVENT NAME	CLASSES	NUMBER OF PARTICIPANTS
6	IDEA NOVA	IX & X	2
7.	ROBO QUICKPAUSE	IX & X	3
8.	DIGI COMBAT	IX – XII	5
9.	DIGI TANK	XI & XII	2
10.	CODE QUEST	XI & XII	1

# DIGITAL DOODLING

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**Mode of the Event: Offline**

**Domain: Class II**

**Team allowed per school: 1**

**No. of Participant: 1**

**Theme: Digital India - My City In 2050**

**Software: MS Paint**

**Duration: 1 hour**

## **General Guidelines:**

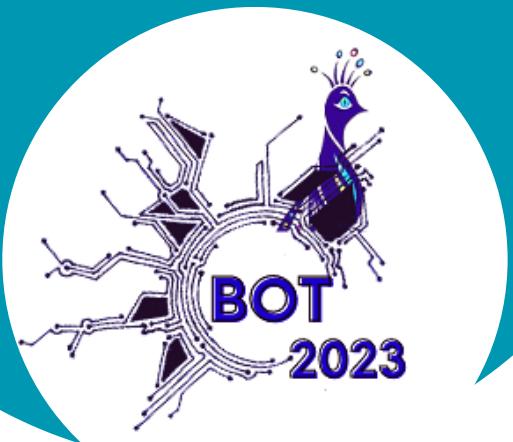
- The participants will be required to draw a picture depicting the Technology in Future.
- Students will have to use maximum tools to draw the picture based on the topic.
- The image has to be colourful and attractive.
- Students will not be allowed to use the Internet.

## **Judgement Criteria**

- **Relevance to the topic**
- **Creativity**
- **Overall Presentation**

# TECHNO ARTIST

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**Mode of the Event:** Offline

**Domain:** Classes III & IV

**Team allowed per school:** 1

**No. of Participants:** 2

**Theme:** Digital India

**Software:** MS Word

**Duration:** 1 hour

**General Guidelines:**

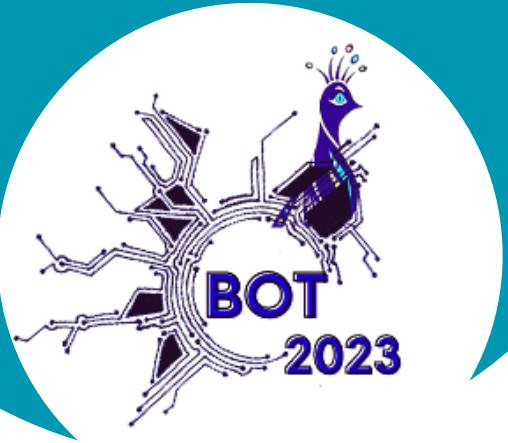
- Students will be provided with stock images to use in their poster.
- No external media is allowed.
- Students have to create a poster in MS Word on the topic given on the spot.

**Judgement Criteria:**

- Relevance to the topic
- Creativity
- Overall Presentation

# TECH TORPEDO

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**Mode of the Event:**

**Round 1 : Online**

**Round 2 : Offline**

**Domain: Class V**

**Team allowed per school: 1**

**No. of Participant: 1**

**Theme: Advancement in the field of technology (any one scientific invention that has made life more comfortable and easy for us)**

**Duration: 1 hour**

**Software: MS PowerPoint or Canva**

**General Guidelines:**

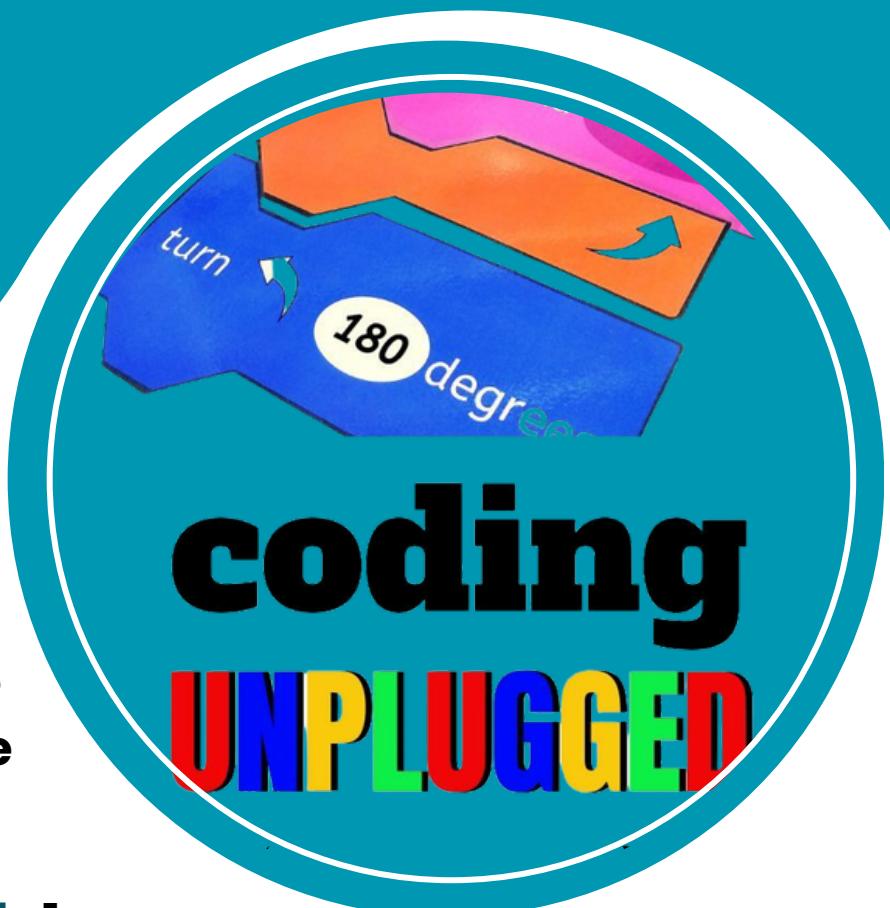
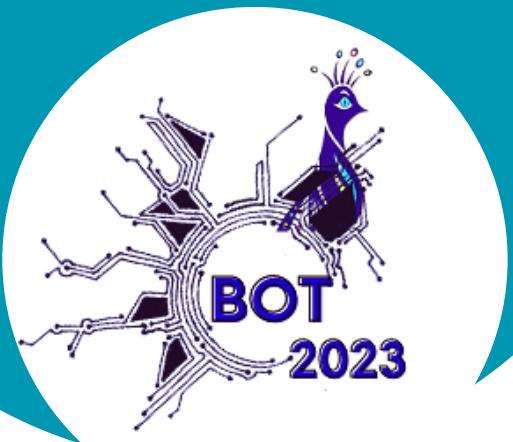
- Students have to use the specified software to make a video on the given topic.
- Students have to submit the video online on the given email address [Interactapp.bot@gmail.com](mailto:Interactapp.bot@gmail.com) latest by Thursday, 5th October, 2023.
- Duration of the video should not be more than 2 mins.
- Teams selected for the final round will have to come for an offline presentation. They have to dress up using a prop and give an oral presentation on the video submitted.

**Judgement Criteria:**

- Presentation
- Creativity
- Props

# CREATIVE CODE CANVAS

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**Mode of the Event:**

**Round 1 : Online**

**Round 2 : Offline**

**Domain: Classes VI – VIII**

**Team allowed per school : 1**

**No. of Participant : 1**

**Theme : Digital India**

**Software : Scratch**

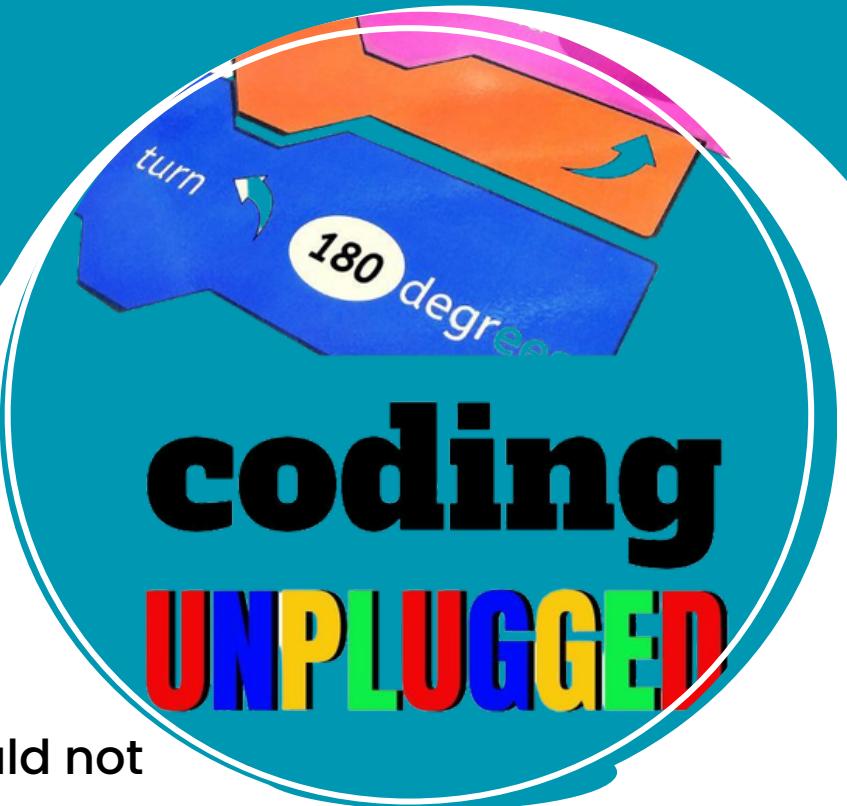
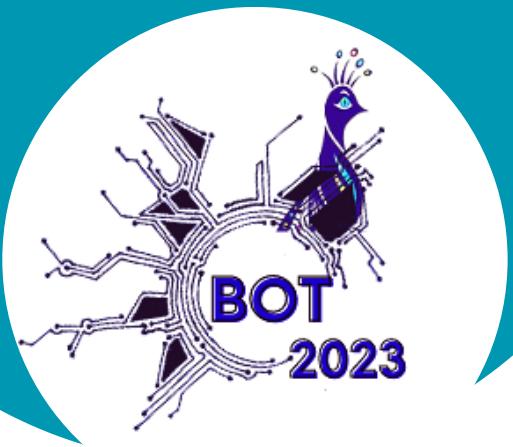
**Duration : 1 hour**

**General Guidelines :**

- Participants have to create an Interactive App in Scratch on any one of the following topics:
  - LIFE (Lifestyle for the Environment)
  - Smart city services
  - Digital Literacy
  - Healthcare services
- Participants will make a video for presenting the working of their app.

# CREATIVE CODE CANVAS

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## General Guidelines:

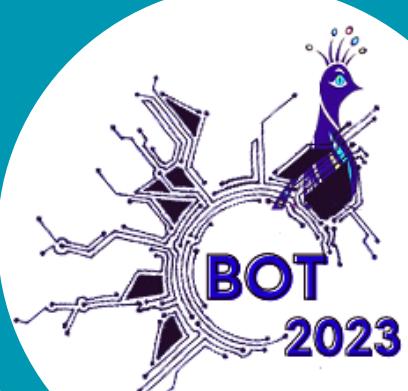
- Duration of video should not exceed 3 minutes.
- Participants are requested to bring the .sb3 file along with all the other source files (audio, images).
- All the files should also be uploaded on participant's Google drive and link of the same should be sent with the video submission.
- Participants will present the video/working of the app during the competition.
- The video and drive link must be mailed to [codecanvasbot@gmail.com](mailto:codecanvasbot@gmail.com) on or before Thursday, 5th October, 2023.

## Judgement Criteria:

- **Coding skills: The adroitness and intricacy of the programming.**
- **Creativity: The designs and aesthetics of the app scalability added.**
- **User friendliness**
- **Originality and scalability**

# ROBO RACE

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**Mode of the Event:** Offline

**Domain:** Classes VI - VIII

**Team allowed per school:** 1

**No. of Participant:** 2

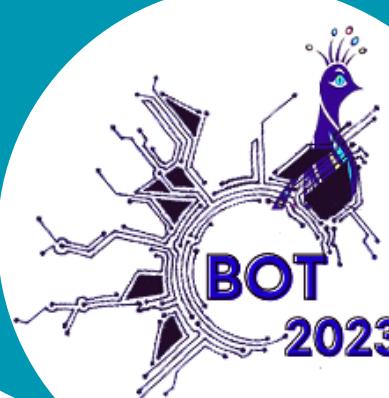
**Duration:** 40 minutes

**About Gameplay:**

- Team has to start the competition just after the start buzzer. The countdown will start just after the Start buzzer.
- There will be 6 hurdles (60 points) in the arena in total which will be revealed at the time of competition.
- Crossing every hurdle will add up 10 Points.
- Skipping the hurdle will reduce -10 Points and also +20 sec will be added to the final completion time.
- Touching the boundary of the arena every time will cost +2 sec which will be added to the final completion time.

# ROBO RACE

UNLEASH YOUR CREATIVITY IN EVERY BYTE

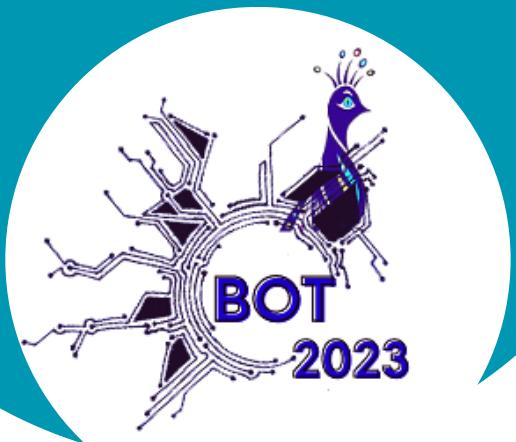


## General Guidelines:

- This is a Robo-Race competition where students will be performing their bots over an arena of 10ft x10ft. The arena is a zig-zag, curved, straight path with turns, bends, slopes over which the robot is supposed to complete the course from start to end.
- Robot should be made by mechanical DIY kits or compatible kit must using mechanical concepts.
- Robot size should not be more than 35cm x 35cm.
- Robot must be operated by DC 12 Volts.
- Robot should be manual controlled wired or wireless.
- No pre-build toys or gadgets shall be allowed hence students should have made one of their own.
- LEGO kits are not allowed.

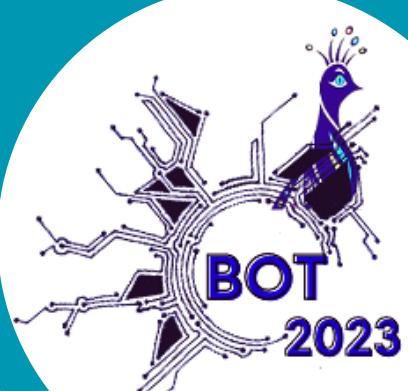
# ROBO RACE

UNLEASH YOUR CREATIVITY IN EVERY BYTE



## Judgement Criteria

- Competition will be judged over effort, design, strategy, discipline.
- Team completing arena in minimum/least time will be considered as the winner of the Robo Race.
- In-case of a tie earned points will be considered as the decision factor.
- Bot shall not spoil the arena.



**Mode of the Event:**

**Round 1: Online**

**Round 2: Offline**

**Domain: Classes IX & X**

**Team allowed per school: 1**

**No. of Participants: 2**

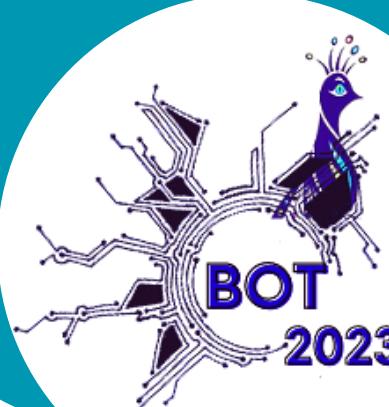
**Theme: Digital India**

**Duration: 8 – 10 minutes for presentation (on the event day)**

**Software: MIT APP Inventor or Kodular**

**General Guidelines:**

- Participants will be required to create a mobile app.
- The application should be related to the theme – Digital India.
- Application should be able to solve real-life issue & have 8 – 10 screens.
- Participants will submit a 2-3 minutes video explaining the app with code.



### General Guidelines:

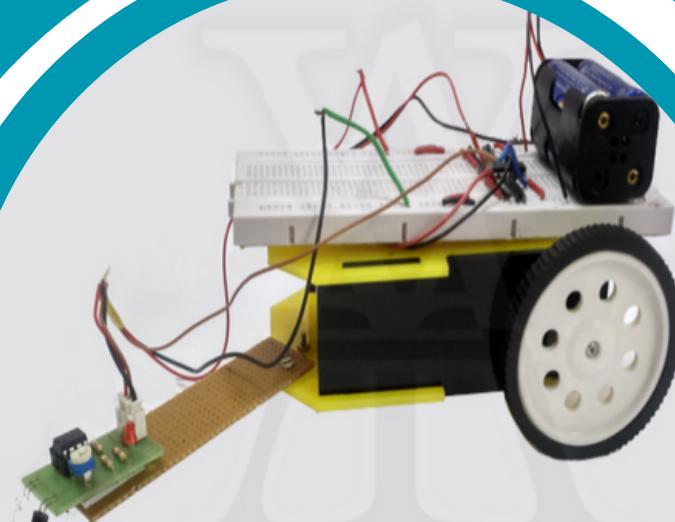
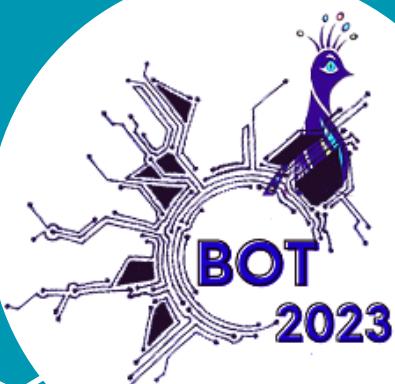
- The entries for the event have to be mailed at [event.ideanova@gmail.com](mailto:event.ideanova@gmail.com) on or before Thursday, 5th October, 2023.
- The name of the school and participants along with the class should be mentioned in the subject.
- Shortlisted teams will be participating in the Final Round.
- In the Final round students will showcase their mobile app.
- The final round will be held offline on Thursday, 12th October 2023.
- The decision of the judges will be final and binding.

### Judgement Criteria:

- **Relevance to the topic**
- **Creativity**
- **Innovation**
- **Overall Presentation**

# ROBO QUICKPAUSE

UNLEASH YOUR CREATIVITY IN EVERY BYTE



**Mode of the Event: Offline**

**Domain: Classes IX & X**

**Team allowed per school: 1**

**No. of Participants: 3**

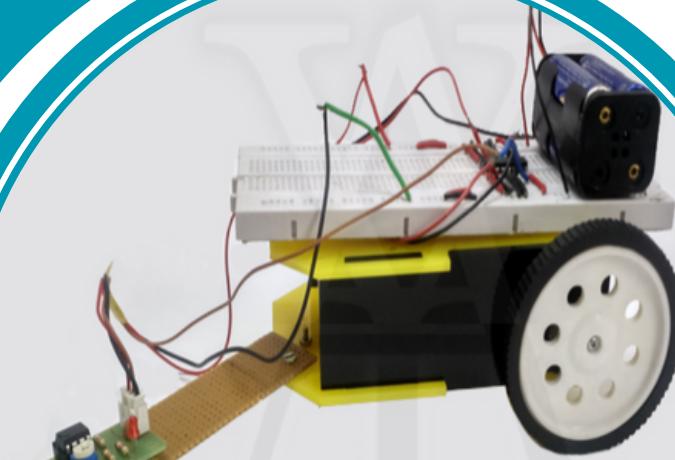
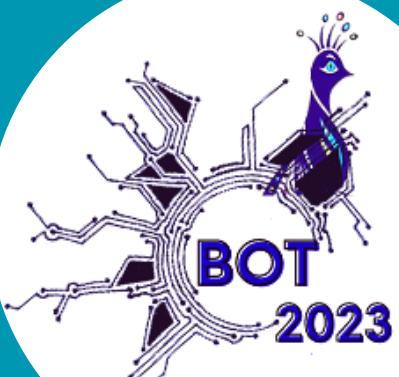
**Duration: 40 minutes**

## About Gameplay:

- An automatic robot which moves straight over a dedicated path and does the braking at the end of the road. The robot should be autonomous with no manual control.
- It can include obstacle avoidance sensor to sense the obstacle kept where the Road ends.
- The robot reaching the closest distance to the obstacle in shortest time will win the round where the distance is measured using measuring tape.
- The sensor should respond quickly as to stop closer to the one and only obstacle kept at the end of the track.

# ROBO QUICKPAUSE

UNLEASH YOUR CREATIVITY IN EVERY BYTE

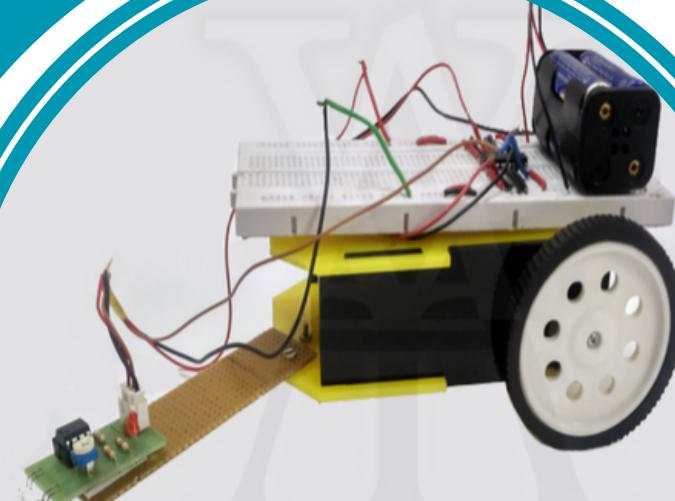
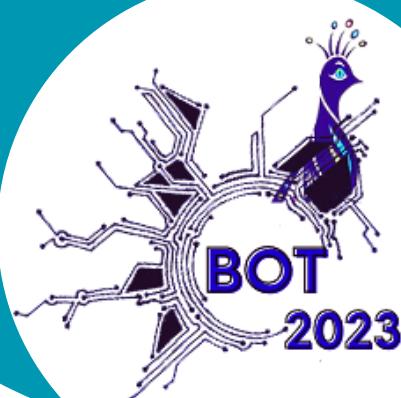


## General Guidelines:

- Robot should be made by programming DIY kits or compatible kit must use programming concepts.
- Robot size not more than 25cm x 25cm.
- Robot must be operated by DC 12 Volts.
- Robot should be autonomous and hence no manual intervention is allowed.
- The straight track will be of 3 meter where the obstacle will be kept at the end of the track.
- The track will be approx. 30cm wide with no line following stripes.

# ROBO QUICKPAUSE

UNLEASH YOUR CREATIVITY IN EVERY BYTE

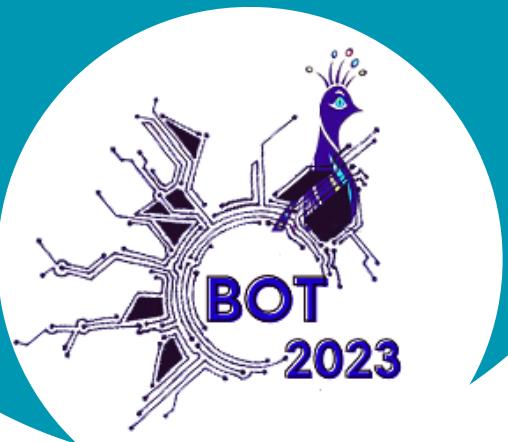


## Judgement Criteria :

- There will be only one round for each team.
- The points are completely dependent on the fastest robot reaching the finish line and stopping at the closest distance to the obstacle.
- Teams get negative points if the robot manoeuvres outside the dedicated area.
- Bot shall not spoil the arena.
- Decision given by the judges will be considered as the final judgement.

# DIGI COMBAT

UNLEASH YOUR CREATIVITY IN EVERY BYTE



**Mode of the Event:** Online

**Domain:** Classes IX- XII

**Team allowed per school:** 1

**No. of Participants:** 5

## General Guidelines:

- **Discord Server:**

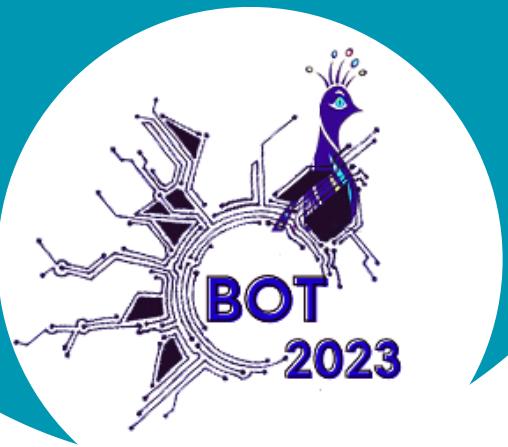
- First 16 registered schools will be mailed the link of the discord server on their respective schools and teacher in charge's email ids.
- The online event will held on Thursday, 5th October 2023 and all the details of the matches will be disclosed on Discord Server.

- **Tournament Format:**

- The tournament will follow a knockout format.
- Teams will consist of 5 players each.
- Matches will be played in custom lobbies.
- Maps will be selected by the tournament host or organizer and will be announced before each match.

# DIGI COMBAT

UNLEASH YOUR CREATIVITY IN EVERY BYTE



- **Scheduling Matches:**

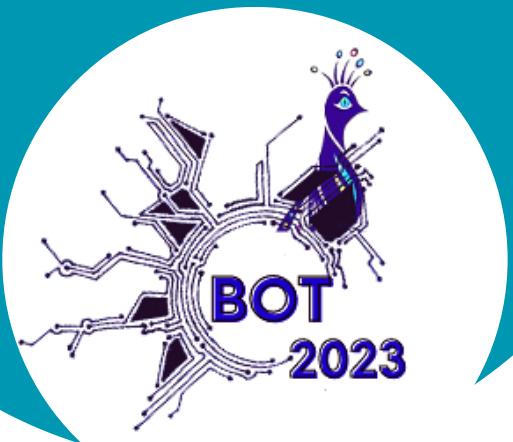
- Teams will be responsible for scheduling their matches within the designated timeframe.
- Match scheduling and communication between teams should primarily occur in the tournament's discord server.
- Failure to schedule or report match results on time may result in disqualification.

- **Match Rules:**

- Matches will be played according to Valorant's standard rules and settings.
- All players must abide by Riot Games' Code of Conduct.
- Cheating, hacking, or exploiting game mechanics is strictly prohibited and will result in immediate disqualification.

# DIGI COMBAT

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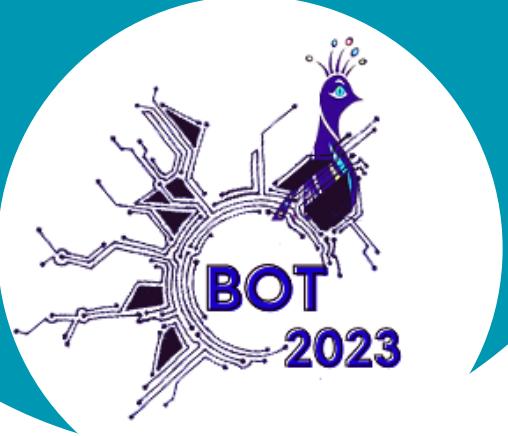


- **Reporting Results:**

- Winning teams must report their match results promptly in the tournament Discord Server.
- Screenshots or video clips may be requested for verification.
- All the matches will be watched over by host school.

## Judgement Criteria :

- **The most fundamental judgment criterion is the outcome of the match, following Valorant's in-game scoring system.**
- **The team that reaches 13 victories first emerges as the winner of the match.**
- **Wrong conduct, harassment, or cheating will result in penalties and may lead to disqualification.**



**Mode of the Event:**

**Round 1: Online**

**Round 2 : Offline**

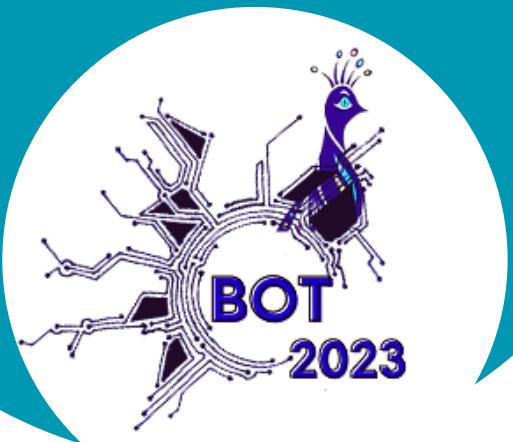
**Domain: Classes XI – XII**

**Team allowed per school: 1**

**No. of Participants: 2**

### **General Guidelines:**

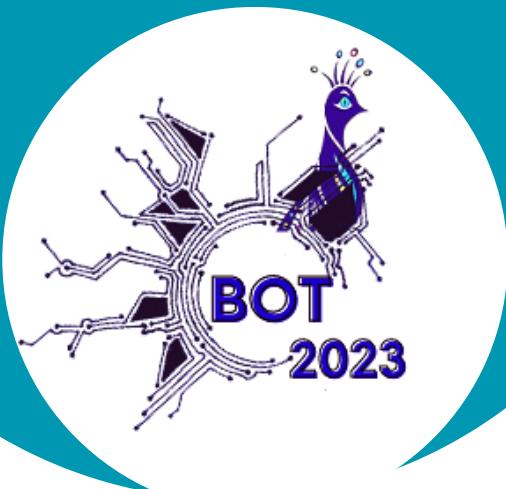
- An event on the lines of Shark Tank promoting digital innovations in sectors like Ed-tech, Health-tech, Agri-tech, Fin-tech, and secured digital infrastructure to solve humanity's most pressing needs.
- Presentation of the idea in the online round, by submitting a video and an expository document.
- Submission without an expository document, shall be disqualified.
- Duration of video should not exceed 2 mins.
- Plagiarism will lead to disqualification.



- Working Model or Prototype to be presented in the offline round.
- Email your entries to the email id - [botdigitank@gmail.com](mailto:botdigitank@gmail.com)
- Last date for online submission is Thursday 5th October, 2023.

### Judgement Criteria :

- **Presentation skills**
- **Uniqueness & feasibility of the Idea**
- **Creative thinking and problem-solving approach**



**Mode of the Event:** Offline

**Domain:** Classes XI – XII

**Team allowed per school:** 1

**No. of Participant:** 1

**Software:** Python 3.7 and above

**Duration:** 60 minutes

### **General Guidelines:**

- The participants will be provided with challenging algorithm recognition and data manipulation questions on HackerRank.
- Participants will be asked to solve programming problems within the given time duration.
- Systems will be provided by the school but use of search engines for help in completion of the code will not be permitted.

### **Judgement Criteria :**

- Creativity
- Originality
- Complexity

# EVENT WISE CO-ORDINATORS

SNO	EVENT NAME	EVENT INCHARGE	CONTACT NUMBER
1.	Digital Doodling	Ms. Afifa Arjumand	9971617120
2.	Techno Artist	Ms. Vijeta Mishra	9560874111
3.	Tech Torpedo	Ms. Manisha Pal	9958995077
4.	Creative Code Canvas	Ms. Hina Sumbul	7506721367
5.	Robo Race	Ms. Taruna Butani	9818667337
6.	Idea Nova	Ms. Shipra Tyagi	9911551347
7.	Robo QuickPause	Ms. Taruna Butani	9818667337
8.	Digi Combat	Ms. Ranjana Bajaj	9891435310
9.	Digi Tank	Ms. Mansi Srivastava	9650422774
10.	Code Quest	Ms. Prajakta Kalgaonkar	9818137177

