PROJECTBETA

Invite

General Rules

- The competitions will be held in **hybrid** mode. The **Prelims** will be held in **online** mode and the **Finals** in an **offline** mode.

- The schedule of the prelims which will take place between 3rd and 8th May will be put up on the official Discord channels.

- The decision of the judges will be final and binding.

- Registrations will be done online through the form which can be accessed at https://forms.gle/emtvoBxxuZJ7SNZq8.

- All the details as well as additional information regarding the event shall be provide on : https://discord.com/invite/E5QMdgkf

- Upon confirming the attendance, the team will be receiving the credentials to the official ProjectBeta 7.0 Discord. The teams will be awarded points for participation, securing top positions, and clearing levels at BetaTest.

- The team with the highest aggregate will be awarded the overall trophy. The winning team has to participate in at least 5 events.

- The last date for confirming attendance is 30th April, 2024.

- Schools are required to send at least one team for each event that they wish to participate in.

- The top 3 winners of each event will be awarded merit certificates

- Participants are allowed to contest in only one event provided the events might clash.

Sanskriti School

Dear Madam/Sir,

On behalf of the students and faculty at Sanskriti School, ProjectBeta Club, invites you to the 7th edition of our Annual Symposium on Technology, Innovation and Entrepreneurship - **ProjectBeta 7.0**.
This Symposium provides an exciting opportunity for students from Delhi and NCR to participate in, and showcase their skills in a wide range of school-based online and offline competitions.

ProjectBeta 7.0 is scheduled for **Friday, May 10, 2024 at Sanskriti School.**

Just as learning different languages enables effective communication, acquiring skills in technology, innovation & entrepreneurship empowers children to have a profound impact on the world. ProjectBeta 7.0 aims to give students ranging from classes VIII to XII the opportunity to explore and nurture their technological prowess and creativity.

For comprehensive information about the various competitions, please visit our official website at www.projectbeta.club. Registration form can be completed at https://forms.gle/emtvoBxxuZJ7SNZq8 It's important to note that school registrations must be submitted latest by **Tuesday, April 30, 2024**.

Warm Regards,

Richa

Ms Richa Sharma Agnihotri
Principal
Sanskriti School
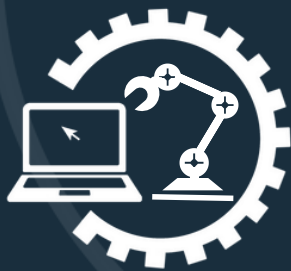Chanakyapuri
New Delhi -110021

Events at 7.0

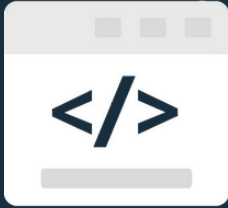|	
	Graphic Designs Unboxed, Mysteries deciphered in every round.
	The classic quiz event based on technology and entrepreneurship.
	Experience the thrill of a robotics showdown with two dynamic rounds! Witness ingenuity in action at this exhilarating competition.
	It's a surprise!
	Where pixels duel and stories unfold in a single heartbeat. Capture the moment, craft the tale

Events at 7.0

	A classic web development event, testing your skills from frontend to backend.
	The competitive programming experience, redefined.
	Our PC Gaming event. Many fight, many fail, a brute competition to see who can prevail.
	Participants will have to navigate through the web and find different clues to reach the final answer.
	A Hackathon-Startup event, testing the skills of programming, design and innovation.

Hypertext

Number of Members Per Team: 1 to 2
Teams per school: 1
Eligibility : 8th-12th
Mode of Competition: Hybrid
Student Incharge: Gaurang Khera, Vandan Parakh

1. Prelims

- Competition Type: Individual or Team (Up to two members)
- Round Format: Online via Discord Server
- Round Duration: 72 hours
- Prompt Release: 00:00
- Use of Frameworks: Allowed
- Website Hosting: GitHub Pages, Vercel, Netlify etc.
- Development Guidelines: No drag-and-drop (for example, Wix, Squarespace etc.) builders allowed.
- Website Requirements: Minimum 3 pages, should be relevant to the prompt, and must have a professional frontend along with a robust backend.
- Additional Guidelines: Libraries like jQuery, TailwindCSS are allowed. Use of Bootstrap is discouraged.

2.Final Round

- Format: 6 mini challenges with a 3-hour time limit.
- Challenge Types:

    i. Design cloning (2 challenges)
    ii. Bug fixing (2 challenges)
    iii. Advertisement (2 challenges)

- Scoring: Teams earn points based on their performance in the final round. +1 point for each challenge completed.
- Bonus points awarded based on the quality of work, creativity, and uniqueness in the product one-page website challenge. Proper implementation of backend & best practices will fetch you brownie points.
- Timing: 3 hours

Function Overload

Number of Members Per Team: 2

Teams per school: 1

Mode of Competition : Hybrid

Eligibility : 8th–12th

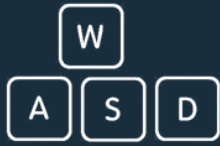**Student Incharges :** Aryav Saigal

1.*Preliminary Round (Online):*
  - Participants will be provided with a website
  - Programming concepts will need to be used to solve the challenges
  - Score based system will be used to judge

2.*Final Round (Offline):*
  - Offline programming round
  - Top 10 teams will be called offline for a competitive programming event

Goodluck!

Bellum360

No. of members per team: 5
No. of teams per school : 1
Mode of Competition : Hybrid
Student Incharges : Arjan Minocha, Vedant Prakash, Naiwrit Joy Shukla.
Eligibility: 9th to 12th

Game to be played : Valorant
- Mode of prelims : Online
- The tournament will have a Single Elimination Bracket
- Initial rounds will be conducted online
- Finals to be conducted in person

Please note :
- *Round by round details will be shared on Discord*
- *Online rounds will start on 3rd May and the finals will be a Best of 3 teams on 10th may.*

BetaTest

No. of members per team : 4
No. of teams per school: 2
Mode of competition : Hybrid
Eligibility: 9th – 12th
Student Incharge : Hardik Khurana, Ishmeet Wadhwa

ROUND 1 : Cryptic hunt

- The hunt will be of duration 36 hours and will commence on May 3rd, 2024 12 noon.
- Round 1 of BetaTest is a cryptic hunt, the participants will get questions from a website and have to navigate through different websites and clues to reach the final answer. It's like an online treasure hunt!
- Each level will contain a question either in the form of text, a link or an image. Hints (text/link/image) may also be provided to help the participant.
- The hints will be released on the Discord server.
- Answers will always be lower-case, alphanumeric and will contain no spaces or special characters. For example, if the answer is "Lxy giu /(.*)?/", you would type it in as "lxygiu".

ROUND 2 : Treasure Hunt

- The hunt will be conducted on May 10th,2024
- Round 2 of the Betatest is an offline treasure hunt conducted in school.
- 5 teams will qualify from round 1 for this round.

Hackathon

No. of members per team : 3
No. of teams per school: 1
Mode of competition : Hybrid
Eligibility: 8th — 12th
Student Incharge : Gaurang Khera, Medha Srivastava, Seemon Saraogi, Gauri Tandon

1.*Preliminary Round*

- Round Duration: 5 days
- Prompt Release: 00:00, 03/05/24
- Development Guidelines: No drag-and-drop builders allowed, any form of plagiarism will lead to immediate disqualification.

2.*Final Round*

- Format: Pitching + Challenges
- Top 8 teams shall qualify and participate in the final round.
- Duration: 2 hours
- Challenge Types:
    i.   Debugging
    ii. CTF
    iii. Pen-Testing

2 in 1

No. of members per team : 2
No. of teams per school: 1
Mode of competititon : Hybrid
Eligibility: 9 – 12
Student Incharge : Gauri Tandon, Seemon Saraogi

1. PRELIMS –

- It shall be pretty basic but at the same time it shall have a twist.
- Each school shall be provided a theme, color scheme and program to use on the basis of a trivia quiz.
- The quiz shall be very easy. Then on the basis of the ranking the schools get to choose their prompts and so on.

2. FINALS

- The finals will be offline. The first 10 teams get to participate in the same.
- They shall be given the first 20 mins of the event to find clues around a particular area and the clues shall contain the theme, color scheme and program name.
- If a team fails to find the same within the time limit, we shall provide them with the clues later on (We will choose it ourselves and assign it to the participants).
- They shall be given the first 20 mins of the event to find clues around a particular area and the clues shall contain the theme, color scheme and program name.
- If a team fails to find the same within the time limit, we shall provide them with the clues later on (We will choose it ourselves and assign it to the participants).

Intellext

No. of members per team : 2
No. of teams per school: 1
Mode of competition : Hybrid
Eligibility: 9 – 12
Student Incharge : Arnav Garg , Shrey Mehra

1. PRELIMS:

- The Preliminary Round will be in the form of a Kahoot Quiz.
- The Quiz will be hosted on a Zoom Meeting, with participants allowed to be on their team meets on the side.
- It will be mandatory for cameras to be on throughout the round.
- The Top 10 teams will be selected for the offline Semi Final round.

2.SEMI FINALS:

- The Semi Final Round will be conducted as a 2 Round event.
- The First Round will be a team-wise-question round, including visual questions.
- The Second Round will be a buzzer style round, with all usual buzzer rules and negative marking.
- Points will be aggregated across rounds and the Top 5 teams will advance to the Final Round.

Finals : To be revealed

May the best quizzer win

ATL Robotics-Expo

No. of members per team : Upto 4

No. of teams per school: 1

Mode of competition : Hybrid

Eligibility : 9–12

Student Incharge : Anmol Kumar Dabral, Bhrigu Uppal

Topics

- **Health Care**
- **Education**
- **Sports and Fitness**
- **Safety first**
- **Agriculture**

1. PRELIMS :

[NOTE : The teams can start working as soon as they register and they will not be getting any extra time for registering late.]

From the given list of topics, each school team selects one of the topics and can start thinking of a robot or an IoT device that can solve a problem related to the given topics, and they have to make a presentation, covering the following aspects:-

- Presentations should include pictures and videos of the team working on the project to show that they made it themselves.

- In the presentation they need to explain how their device works and what will be its impact.

- Presentations should be 5 minutes long.

2. FINALS :

For the final round the top 10 teams need to make the robots or IoT devices that they talked about in their presentation and present it offline.

- Each team will have 8–10 minutes to present their robotic model; points will be deducted for exceeding the time limit.

- There should be a demo or a recording of the robot working.

- A new presentation can be made or the same presentation from the online event has to be presented with proper documentation and the process of building the robot.

- They can bring their laptops, if required.

One Frame

No. of members per team : 2
No. of teams per school: 1
Mode of competiiton : Hybrid
Eligibility: 9 – 12
Student Incharge : Ishmeet Wadhwa , Avika Singh

1. PRELIMS:

Topic: Participants will be given two movies series to choose from. Participants must make a trailer on any one of the two movies series provided. You can use clips from the internet.

Editing Guidelines:
- Pre-Edited clips won't be tolerated.
- Overlays can be used.
- Music and sound effects can be outsourced as well.
- All outsourced material must be accredited to the respective artist at the end of the video.
- Length of Final Edited Trailer must not exceed more than 2 minutes

Timings:
- Event Duration 72 Hours (3 Days)
- Participants are expected to start as soon as the topics are released.
- Any email that is received past the deadline will automatically be Disqualified.

2.FINALS:

- Topic: The topic will be given on spot along with sample clips. Editing Guidelines: You must carry your own laptop and earphones. You are allowed to use only the clips provided to you.
- Music and sound effects can be outsourced.
- Internet will be provided but it is advised to carry a personal hotspot with yourself.
- All outsourced material must be accredited to the respective artist at the end of the video.
- Length of Final Video must not exceed 1 minute 30 seconds.

One Frame

- Participants will be required to upload the Final Video, along with the project file, and a screenshot of their video project open in their editing software.
- Following format must be followed:
- Subject : ‹ParticipantFullName›_‹Class/Section›_‹Topic Chosen›
- Files' Name: ‹ParticipantFullName›_‹Topic Chosen›

- Any entries contravening competition rules will be disqualified.

MysteryX

No. of members per team : 1-4
No. of teams per school: 1
Mode of competition : Hybrid
Eligibility : 8-12
Student Incharge : Reyhaan Aryan

It's a **surprise!**

Schedule For PB 7.0

DATES	3 May, 24 (Online)	5 May, 24 (Online)	6 May, 24 (Online)	8 May, 24 (Online)	9 May, 24 (Online)	10 May, 24 (Offline)
Hyper**text**{}		Prelims prompt released (2359 hrs)		Prelims end (2000 hrs)	Prelims Result (2000 hrs)	FINALS 10 AM onwards
Function **Overload**	Prelims					Finals 10AM onwards
2 in 1	Prelims Prompt released		Prelims submission	Prelims results; finalists announced Finals prompt released		Finals 10AM onwards
OneFrame	Prelims Prompt released		Prelims submission			Finals 10AM onwards
Bellum360	Prelims held 3PM onwards	Matches start 3PM onwards on all days	Matches continue	Matches continue	All remaining matches other than 3rd place and finals	Finals 10AM onwards
Hackathon	Prelims prompt released			Prelims submission 11.59 pm		Finals 10AM onwards
MysteryX	Prelim Prompt release	Prelim Results				Finals 10AM onwards
ATL Robotics-Expo	Prelims - Presentation					Submissions close (1300 hours)
Beta**Test**	Prelims Hunt begins (1200 hours)	Prelims Hunt end (0000 hours)				Finals 10AM onwards
Intellext	Prelims					Finals 10AM onwards
OneFrame	Prelims begin (0000 hours)		Prelims end (0000 hours)			Finals 10AM onwards

With 7.0, we'll be on our best to proceed with the given schedule however, there can always be unavoidable circumstances which may cause unwanted delays.

Schedule For PB 7.0
10th May, 2024

Event	Venues	8.00 - 9:00 AM	9:00 - 9:45 AM	9:45 - 10:00 am	10:00AM - 12:00 PM	12:00 - 1.30 PM
Hypertext {}	SR Lab	REGISTRATION AT ENTRANCE	OPENING CEREMONY	GATHERING AT ASSIGNED VENUES	FINAL ROUND FOR ALL EVENTS	LUNCH BREAK AND CLOSING CEREMONY
Function Overload	IB2 Lab					
2 in 1	Bio Lab					
OneFrame	Biotech Lab					
Bellum360	IB4 Lab					
Hackathon	Senior School Library					
MysteryX	Resource Room					
ATL Robotics-Expo	Conference Room					
BetaTest	Area around Senior school & Junior school					
Intellext	Auditorium					

Contact Us

Name	Incharge of Event	Email	Phone No.
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