**AMAZED-ROBOTICS**

Mahabharata was one of the largest wars ever fought in the plains of Kurukshetra where Pandavas fought Kauravas. Drona , one of the greatest tactician, designed a highly complex  maze known as Chakravyuha. Abhimanyu, son of Arjuna, fearlessly fought, entered the vyuha and reached its heart. But the fate was against him. Alone and isolated he failed to break out of this fearsome maze and died heroically.

TATHVA '15 presents the new amazing Chakravyuha before you. Build your own Abhimanyu (autonomous line-maze solver bot) which breaks into this complex maze we make for you. Can you change the fate of Abhimanyu and be victorious?

The countdown has begun....

**RULES AND REGULATIONS**

* Ready-made kits are not allowed
* The Line-maze solver bot must be fully autonomous and must not have any connections what so ever with any external power sources.
* The Line-maze solver bot must be able to solve the maze independent of any other computational sources and wired or wireless connections to such devices are not allowed.
* Under no circumstances shall the Line-maze solver bot be removed from the maze once it has entered the same. Anyway it is permitted to fine tune the bot before the competition starts.
* As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the number of players and of the contents of matches.
* Modifications or abolition of the rules can be made by the local judges as long as they are published prior to the event, and are consistently maintained throughout the event.
* The rules made by the judges will be final.
* In the event of NO bot solving the maze, the one which succeeded in solving the the most percentage of the maze will be awarded first.
* There will be a minimum expected percentage to be completed for winning the competition which will be decided by the judges.

**ROUND 1**

A closed loop of black line of width 25mm on white surface will be given. In this round

participants will be ranked according to the speed of the bots.

**ROUND 2**

In this round Abhimanyu(your bot) should reach the centre of Chakravyuha(the maze) and then the destination point which will be marked as thick white of width 50mm. The winner will be the one who reaches the destination in minimum possible time.

The maze is divided into 4 equal parts where in the first 2 parts it will be black path of width 25mm on white backround and vice-versa for next two parts.

Part 1 : A simple path with curves, 90 degree bends and acute angle bends.

Part 2 : A square line maze with loops.

Part 3 : A square maze identical to the maze of Part 2 which is to be traversed in the shortest path identified in Part 2.

Part 4 : A circular maze

After each part there will be a checkpoint and the time taken to reach each checkpoint will be recorded. A sample arena is given below.

**JUDGING CRITERIA**

* Time taken to solve the maze.
* Speed and smoothness of the bot.
* The bot will be allowed to participate in second round, only after the code is approved by the judges.
* Structural integrity and general neatness of bot.
* Ability to remain on the lines all of the time

**ROBOT SPECIFICATIONS**

* The bot should not be more than 18cm\*18cm\*18cm in dimension.
* The bot should not use any tracking techniques which affects the maze in any way.
* The bot should have an internal power supply.
* No part of the bot should be outside the given dimensions.
* Further descriptions will be made available soon

PARTICIPATION IN GROUPS OF PEOPLE

Min: 1

Max: 4

**EVENT ORGANISERS**:

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