



PADRE CONCEIÇÃO COLLEGE OF ENGINEERING

PRESENTS

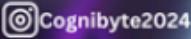


TECHYON  
2024

# COGNIBYTE

17/18/19 OCT

POWERED BY



creativecapsule™





# COGNIBYTE

Inter college

Game of Codes  
Interface Odessey  
Pixel Play  
VR cricket

Intra college

Logic Loot

## EVENT LIST

Gaming

Pacers Valorant  
FIFA Frenzy

REGISTER  
NOW

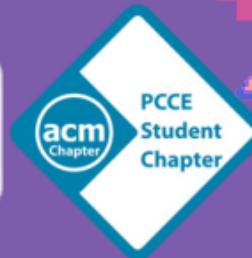


TOTAL PRIZE  
POOL

50,000

WINNER

# Powered by



## creativecapsule™





PADRE CONCEICAO COLLEGE OF ENGINEERING

Cognibyte

TECHYON  
2024

# GAME OF CODES



PRIZE POOL

7,000/-



REGISTRATION

ELIGIBILITY

POWERED BY

REMOTE

SOFTWARE SOLUTIONS

AN FLIR SPECTRON COMPANY



ROHIT BHANDARI: 77081 22103  
GARGI SARDESSAI: 8010938653

# GENERAL RULES

- A TEAM SHOULD STRICTLY CONSIST OF 2 MEMBERS.
- A PARTICIPANT CAN BE PART OF ONLY ONE TEAM.
- ONLY TEAM LEADER MUST REGISTER FOR THE EVENT I.E. FILL IN THE DETAILS OF BOTHM MEMBERS, BOTH MUST NOT REGISTER SEPARATELY
- THE CONTEST WILL CONSIST OF THREE ROUNDS, WITH SELECTED TEAMS PROCEEDING TO THE NEXT ROUND.
- THE 1ST ROUND WILL BE OF MCQ AND THE 2ND,3RD ROUNDS ARE CODING ROUNDS
- THE PROGRAMMING LANGUAGES ALLOWED FOR THE CONTEST ARE ONLY C/C++
- PARTICIPANTS WITH KNOWLEDGE OF GAME OF THRONES WILL GET A BENEFIT IN ROUND 2 AND ROUND 3.
- PARTICIPANTS MUST NOT CARRY ANY REFERENCE MATERIAL OR BOOKS IN THE CONTEST ROOM/ LABORATORY WHILE PARTICIPATING IN THIS EVENT
- USE OF MOBILE PHONE BY CONTESTANTS IS PROHIBITED DURING THE CONTEST ROUNDS
- COORDINATORS WILL BE ASSIGNED TO OBSERVE THE PARTICIPANTS AND WILL REPORT ANY PROBLEM AND/OR VIOLATIONS OF THE RULES TO THE ORGANISING COMMITTEE.
- DECISIONS TAKEN BY THE COORDINATORS WILL BE FINAL.

[FOR MORE DETAILS : CLICK HERE](#)

PADRE CONCEICAO COLLEGE OF ENGINEERING  
DEPARTMENT OF COMPUTER ENGINEERING



Cognibyte



PRESENTS

# INTERFACE ODYSSEY

## FIGMA: ui/uX competition

18TH OCTOBER 2024

CONTACT:

Jmil : 9175845787  
Leander : 8288962521

1ST PLACE : 4k

2ND PLACE : 2k

3RD PLACE : 1k

SIGN IN



- A TEAM SHOULD STRICTLY CONSIST OF 2 MEMBERS.
- A PARTICIPANT CAN BE PART OF ONLY ONE TEAM.
- ONLY TEAM LEADER MUST REGISTER FOR THE EVENT

# GENERAL RULES

- TEAM COMPOSITION: A TEAM SHOULD CONSIST OF 2 MEMBERS.
- SINGLE TEAM MEMBERSHIP: A PARTICIPANT CAN ONLY BE PART OF ONE TEAM.
- REGISTRATION: ONLY THE TEAM LEADER MUST REGISTER FOR THE EVENT, PROVIDING THE DETAILS OF BOTH MEMBERS.
- DESIGN TOOL: PARTICIPANTS MUST USE FIGMA AS THE PRIMARY DESIGN TOOL.
- TIME LIMIT: THE COMPETITION DURATION IS 6 HOURS.
- PROBLEM STATEMENT: THE ORGANIZING COMMITTEE WILL PROVIDE A PROBLEM STATEMENT AT THE START OF THE EVENT. ALL TEAMS WILL WORK ON THE SAME PROBLEM.
- CASE STUDY & PRESENTATION: AFTER COMPLETING THEIR DESIGN, TEAMS WILL PRESENT A CASE STUDY EXPLAINING THEIR DESIGN SOLUTION, PROCESS, AND DECISIONS.
- EACH TEAM WILL GET 5 MINUTES TO PRESENT THEIR CASE STUDY TO THE JUDGES, FOLLOWED BY 3 MINUTES FOR A Q&A SESSION WITH THE JUDGES.
- SUBMISSION: TEAMS MUST SUBMIT THEIR DESIGNS AND CASE STUDY DOCUMENTATION BEFORE THE END OF THE 6-HOUR MARK VIA THE SUBMISSION LINK PROVIDED.

[FOR MORE DETAILS : CLICK HERE](#)



TECHYON  
2024



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creativecapsule™

PRESENTS

# PIXEL PLAY

THE FRONT-END DESIGN SHOWDOWN

## PRIZES:

1st place: ₹6,000

2nd place: ₹3,000

17 Oct

9:00 AM

## CONTACTS:

Rounak Naik: 9322942635

Sreyash Naik: 8208669716

REGISTER  
NOW !



# GENERAL RULES

## COMPETITION BRIEF:

The front-end designing challenge invites participants to unleash their creativity and technical prowess in a competitive setting. Over the course of 3 hours, teams will design and develop a front-end interface based on a given theme. This challenge is open to all technologies, allowing participants to choose their preferred tools and frameworks.

## OBJECTIVE

Participants must create a unique, innovative, and visually stunning front-end design that aligns with the theme provided at the start of the competition. The goal is to build an engaging and user-friendly interface that stands out in terms of creativity and functionality.

## REQUIREMENTS

- TECHNOLOGY: Participants can use any technology, framework, or tool for front-end development.
- EQUIPMENT: Participants must bring their own laptops.
- DESIGN STANDARDS: The design should be responsive and accessible across different devices.
- CREATIVITY: Pre-built templates are not allowed; originality is paramount.

[FOR MORE DETAILS : CLICK HERE](#)

EDUCATIONAL



PADRE CONCEICAO COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER ENGINEERING



PRESENTS

cognibyte

VALORANT

18-19 OCT 2024

ENTRY FEE : ₹500

PRIZE POOL  
10,000/-

\*SPOT ENTRY : ₹750



CONTACT:

Chetan Nailk: 86057 30886  
Shawn Rodrigues: 9623153716

POWERED BY



# GENERAL RULES

## 1. ENTRY FEE AND REFUNDS:

THERE WILL BE NO REFUND OF THE ENTRY FEE ONCE REGISTRATION IS ACCEPTED.

NO REFUND OF THE ENTRY FEE IF ANY PLAYER IS NOT PRESENT OR DISQUALIFIED.

## 2. TEAM COMPOSITION:

EACH PLAYER CAN ONLY PARTICIPATE FOR ONE TEAM THROUGHOUT THE TOURNAMENT.

A TEAM SHOULD CONSIST OF ONLY 5 PLAYERS.

## 3. EQUIPMENT:

PLAYERS CANNOT BRING THEIR OWN LAPTOPS/SYSTEMS.

PLAYERS ARE ALLOWED TO BRING THEIR OWN MOUSE AND KEYBOARD.

PLAYERS SHOULD CARRY THEIR OWN HEADSET (AND SPLITTER IF REQUIRED).

## 4. SOFTWARE AND SETTINGS:

SOFTWARE INSTALLATION FOR MOUSE SETTINGS WILL NOT BE ALLOWED.

## 5. BEHAVIOR AND CONDUCT:

NO ARGUMENTS WILL BE ENTERTAINED REGARDING GAMEPLAY PERFORMANCE.

ALL PLAYERS MUST HAVE THEIR REGISTERED ID CARDS AT THE EVENT.

THE ORGANIZER'S DECISION WILL BE FINAL.

# GENERAL RULES

6. PARTICIPATION AND REGISTRATION:  
STUDENTS FROM ANY COLLEGE ARE ALLOWED TO PARTICIPATE (MUST HOLD A VALID STUDENT ID).  
REGISTRATION IS ON A FIRST-COME, FIRST-SERVE BASIS (LIMITED TO 16 TEAMS).  
LAST ENTRY UNTIL 4:00 PM ON OCTOBER 16, 2024. - SPOT ENTRIES WILL BE ACCEPTED ONLY IF THERE ARE LESS THAN 16 ENTRIES.
7. REPORTING AND DISQUALIFICATION: - EVERY TEAM MUST REPORT TO THE ORGANIZERS 15 MINUTES PRIOR TO THE ALLOTTED TIME. VIOLATION OF THIS RULE MAY RESULT IN DISQUALIFICATION.
8. MATCH FORMAT:  
MATCHES WILL BE PLAYED AS A BEST OF 1 THROUGHOUT THE TOURNAMENT.
9. MATCH SETUP:  
BEFORE EACH MATCH, A COIN TOSS WILL BE HELD BETWEEN THE TEAM LEADERS.  
THE WINNER OF THE TOSS CAN EITHER SELECT THE MAP OR THE SIDE TO PLAY.  
IF THE WINNER OF THE TOSS SELECTS A MAP, THEN THE LOSER OF THE TOSS HAS TO CHOOSE A SIDE, AND VICE VERSA.
10. BEHAVIOR AND TOXICITY:  
ANY KIND OF TOXICITY OR ABUSIVE LANGUAGE AGAINST OPPONENTS THROUGH IN-GAME CHAT/VOICE WILL LEAD TO A BAN ON THAT PARTICULAR PLAYER FOR ONE ROUND OF THE MATCH.
11. REMATCHES:  
MATCHES CAN ONLY BE REMATCHED FOR PLAYER DROP, DISCONNECTION, OR TECHNICAL ISSUES, AND TACTICAL PAUSES DURING THE MATCH ARE NOT ALLOWED.

[FOR MORE DETAILS : CLICK HERE](#)



PADRE CONCEICAO COLLEGE OF ENGINEERING

PRESENTS

TECHWON  
2024

Cognibyte

# FIFA 1 VS 1 FRENZY

18 OCTOBER

PRIZE POOL

5,000/-

REGISTER NOW



ENTRY FEES  
200/-

CONTACT

CHETAN NAIK: 86057  
30886  
SHAWN RODRIGUES  
96231 53716

POWERED BY



SIMPLE

KAREKAR ECOVOLT LLP



CHAKRAVISHA  
ENGINEERING



# GENERAL RULES

## CONSOLE AND TEAM RULES:

- A. GAMES ON PS5 ONLY.
- B. 1VS1 TOURNAMENT, NO CLASSIC XI OR WORLD XI TEAMS ALLOWED.
- C. PLAYERS CAN CHOOSE THE SAME TEAM.
- D. CONTROLLERS WILL BE PROVIDED (PERSONAL CONTROLLERS NOT ALLOWED).
- E. ALL COMMUNICATION WILL GO TO THE TEAM LEADER.

## PAUSE RULES:

- A. PAUSING GAME DURING MATCH WILL NOT BE ALLOWED UNLESS BALL IS OUT OF PLAY(MAX 20 SEC).

## TIMELINESS:

- A. IF A PLAYER DOESN'T SHOW UP ON TIME, THEY'LL BE DISQUALIFIED.

## TIE RESOLUTION:

- A. TIES GO TO PENALTIES; SEMIS AND FINALS GO TO OVERTIME AND THEN PENALTIES.

## FAIR PLAY:

- A. THE ADMINISTRATOR CAN DISQUALIFY PLAYERS FOR MISCONDUCT OR UNETHICAL BEHAVIOR.

## REGISTRATION TIMES:

- A. LAST FRESH ENTRY UNTIL 1:00 PM ON 16 OCTOBER, 2024.
- B. SPOT ENTRIES & RE-ENTRIES WILL BE ACCEPTED ONLY IF THERE ARE LESS THAN 32 ENTRIES.
- C. RE-ENTRY ONLY FOR THE TEAMS ELIMINATED FOR THE FIRST ROUND(ONCE PER TEAM).
- D. LAST SPOT ENTRIES & RE-ENTRIES UNTIL 11:00 AM ON OCTOBER 18, 2024.

# GENERAL RULES

## ID REQUIREMENT:

A. PARTICIPANTS MUST CARRY VALID PHYSICAL COLLEGE ID CARDS FOR ENTRY.

## RESPONSIBILITY:

A. PLAYERS ARE RESPONSIBLE FOR ANY DAMAGE TO CONSOLES OR COLLEGE PROPERTY.

## POWER CUT RULES:

A. IN CASE OF A POWER CUT, THE GAME RESTARTS WITH PREVIOUS POINTS ADDED.

B. IF THE POWER CUT OCCURS IN THE 2ND HALF, ONLY THAT HALF GETS RESTARTED, WITH SCORES FROM THE PREVIOUS HALF ADDED.

## GAMEPLAY SETTINGS:

GAME: FIFA 24

## TEAM MANAGEMENT:

2 MINUTES ALLOWED FOR TEAM MANAGEMENT BEFORE THE GAME STARTS.

## MATCH DURATION:

ALL MATCHES WILL CONSIST OF 4-MINUTE HALVES.

## SEMIFINALS AND FINALS:

SEMI-FINAL FORMAT WILL VARY DEPENDING ON THE TEAMS QUALIFIED.

THE DIFFICULTY LEVEL WILL BE SET TO LEGENDARY.

TACTICAL DEFENDING WILL BE ENABLED.

[FOR MORE DETAILS : CLICK HERE](#)



Cognibyte

IN ASSOCIATION WITH

creativecapsule™

Intra  
College

PRESENTS WORKSHOP ON

# ROBOTICS PROCESS AUTOMATION



Speaker:  
**Ivo  
Costa**

Director of  
Development Services,  
Creative Capsule

Speaker:  
**Salvino  
D'sa**

Technical Lead,  
Creative Capsule

CONTACT US

KUSHI ANJUM : 83799 76109

RIYA VERLEKAR : 77984 10952

Register Now!

 18 October, 2024 10:30 AM



PADRE CONCEICAO COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER ENGINEERING



# Cognibyte

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## Logic Loot

19TH OCTOBER 2024

PRIZE POOL: 7000/-

REGISTER NOW

TIMING : 10 AM TO 2 PM  
VENUE : COMP LAB 1/2



CONTACT:

Bhairavi Gawas  
86686 09621  
Pritesh Shivalingkar  
96377 89758

# GENERAL RULES

## ROUND 1 (PEN AND PAPER ROUND)

1. THIS ROUND IS A PEN AND PAPER ROUND. THERE WILL BE NO CODING INVOLVED.
2. TEAMS WILL RECEIVE A PROBLEM STATEMENT AND PROVIDED PSEUDO CODE. THE OBJECTIVE IS TO ANALYSE, UNDERSTAND, AND SOLVE THE PROBLEM USING PEN AND PAPER ONLY IN 45 MINS.
3. TEAMS MUST WORK COLLABORATIVELY TO DECIPHER THE PROBLEM STATEMENT AND PSEUDO CODE.
4. SUCCESSFUL COMPLETION OF THIS ROUND WILL UNLOCK CLUES LEADING TO THE CHALLENGES IN THE SUBSEQUENT ROUND.
5. TOP 10 TEAMS COMPLETING THE TASK THE FASTEST PROCEED TO THE NEXT ROUND

## ROUND 2 (DEBUGGING AND LOGIC)

1. TO QUALIFY FOR THIS ROUND, THE TEAM MUST BE AMONG THE TEN TEAMS FROM ROUND 1 THAT SUCCESSFULLY ADVANCED TO ROUND 2.
2. THE DURATION OF THIS ROUND WILL BE 45 MINUTES.
3. EACH TEAM WILL CONSIST OF TWO PLAYERS:
  - LOGIC MASTER: RESPONSIBLE FOR SOLVING LOGIC PUZZLES
  - DEBUGGING PLAYER: TASKED WITH DEBUGGING PROVIDED CODE TO ACHIEVE THE OUTPUT.
4. FASTEST 5 TEAMS WILL PROCEED TO THE FINAL ROUND.

## ROUND 3 (COMPLEX CODE CHALLENGE)

1. THE FINAL ROUND IS A SINGLE COMPLEX CODE CHALLENGE CONSISTING OF MULTIPLE STAGES.
  - TEAMS WILL USE CLUES OBTAINED FROM EARLIER ROUNDS WILL AID IN DECIPHERING AND PROGRESSING THROUGH THE CODE.
2. TEAMS SHOULD WORK TOGETHER TO TACKLE THE DIFFERENT STAGES OF THE CODE.
  - THE CODE MAY INVOLVE VARIOUS PROGRAMMING CONCEPTS AND CHALLENGES.
  - TEAMS MUST USE THEIR SKILLS AND GATHERED CLUES TO OVERCOME EACH STAGE.
3. THE DURATION OF THIS ROUND WILL BE 1 HOUR 30 MINUTES

[FOR MORE DETAILS : CLICK HERE](#)



# Padre Conceição College of Engineering



Cognibyte

ENTRY FEE

RS. 50/-  
ONLY

HIGH SCORE

WINS  
RS. 1000/-  
PER DAY



SPONSORED BY

ALTERED  
REALITY STUDIO



COORDINATORS:

Shreyash  
Prabhukhanolkar  
Saish Naik

7020979587

8459537602

# GENERAL RULES

## 1. ELIGIBILITY

- THE EVENT IS OPEN TO PLAYERS OF ALL SKILL LEVELS.
- PARTICIPANTS MUST REGISTER ON THE SPOT.
- EACH PLAYER CAN ONLY WIN ONCE DURING THE ENTIRE EVENT; NO REPEAT WINNERS.
- PLAYERS WILL HAVE TO PAY AN ENTRY FEE OF ₹50 PER ATTEMPT.

## 2. FORMAT & GAMEPLAY

- MATCH TYPE: EACH MATCH WILL BE LIMITED TO 1 OVER (6 BALLS).
- PRACTICE BALLS: EACH PLAYER IS ENTITLED TO 3 PRACTICE BALLS BEFORE STARTING THEIR OFFICIAL OVER.
- PLAYERS PER DAY: THERE IS NO LIMIT TO THE NUMBER OF PARTICIPANTS OR ATTEMPTS

## 3. BATTING

- PLAYERS MUST SCORE AS MANY RUNS AS POSSIBLE WITHIN THEIR 1 OVER.
- RUNS WILL FOLLOW STANDARD CRICKET RULES (1, 2, 3, 4, 6 RUNS BASED ON WHERE THE BALL LANDS AND THE VIRTUAL FIELD SETUP).
- NO-BALLS AND WIDES WILL NOT BE CONSIDERED.

## 4. SCORING

- RUNS: STANDARD CRICKET SCORING APPLIES (RUNS AWARDED FOR EACH COMPLETED RUN OR BOUNDARY).
- OUT: IF THE PLAYER IS OUT (BOWLED, CAUGHT ETC.), THEIR SCORE WILL NOT FREEZE, AND THEY CAN FACE FURTHER DELIVERIES.
- THE PLAYER WITH THE HIGHEST SCORE OF THE DAY WINS A ₹1000.

## 5. TIEBREAKERS

- IN THE EVENT OF A TIE IN SCORES, THE PLAYER WITH THE HIGHEST NUMBER OF BOUNDARIES (6S THEN 4S) WILL BE DECLARED THE WINNER.
- IF BOUNDARIES ARE ALSO TIED, A SUDDEN-DEATH PLAYOFF WILL OCCUR WITH ONE BALL PER PLAYER UNTIL A WINNER IS DETERMINED.

# GENERAL RULES

## 6. DAILY PRIZE RULES

- THE WINNER OF EACH DAY WILL RECEIVE A PRIZE OF ₹1000.
- NO PLAYER IS ELIGIBLE TO WIN THE PRIZE MORE THAN ONCE THROUGHOUT THE EVENT.
- IF A PREVIOUS WINNER ACHIEVES THE HIGHEST SCORE ON A SUBSEQUENT DAY, THE SECOND-HIGHEST SCORER WILL BE DECLARED THE WINNER.

## 7. PRACTICE RULES

- EACH PARTICIPANT IS ALLOWED 3 PRACTICE BALLS BEFORE STARTING THEIR OFFICIAL OVER.
- PRACTICE BALLS WILL NOT CONTRIBUTE TO THE PLAYER'S OFFICIAL SCORE.

## 8. FAIR PLAY AND CONDUCT

- ALL PLAYERS ARE EXPECTED TO ADHERE TO FAIR PLAY AND SPORTSMANSHIP.
- ANY FORM OF CHEATING OR MISCONDUCT WILL RESULT IN IMMEDIATE DISQUALIFICATION.

## 9. TECHNICAL SETUP

- THE VR SYSTEM AND CONTROLLERS MUST BE PROPERLY CALIBRATED FOR EACH PLAYER BEFORE GAMEPLAY.
- PLAYERS MUST ENSURE THAT THEY ARE FAMILIAR WITH THE CONTROLS AND GAME MECHANICS DURING THE PRACTICE SESSION.

## 10. DISCONNECTION OR TECHNICAL ISSUES

- IN THE EVENT OF A TECHNICAL ISSUE OR DISCONNECTION, THE PLAYER WILL BE GIVEN THE OPTION TO REPLAY THEIR OVER FROM THE START. PRACTICE BALLS WILL NOT BE REPEATED.

## 11. MISCELLANEOUS

- THE ORGANIZERS RESERVE THE RIGHT TO MODIFY THE RULES AND FORMAT AS NEEDED.

ANY DISPUTES WILL BE RESOLVED BY THE EVENT OFFICIALS, AND THEIR DECISION WILL BE FINAL.