

MINDSPARK

2024





PADRE CONCEICAO COLLEGE OF ENGINEERING

GOA

DEPARTMENT
OF
INFORMATION
TECHNOLOGY

PRESENTS

MINDSPARK
2012

11-18-19
OCTOBER

SPONSORS

TITLE SPONSOR

gog

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Tangentia®
FUTURE IS AUTONOMOUS



EVENTS

BGMI
MOBILE

LAB 2&5
9:30 ONWARDS

SURVIVAL
OF THE WEB

LAB 4
10:00 ONWARDS

BLIND
FALLOUT

LAB 1
10:00 ONWARDS

TECH
ATTACK

LAB 4
2:00 ONWARDS

DAY 1

EVENTS

CALL OF
DUTY

LAB 2&5
9:30 ONWARDS

INTERFACE
OF THE END

CC LAB
10:00 ONWARDS

DOOMSDAY
TRIVIA

L - 34
10:00 ONWARDS

APOCALYPSE
ANAMOLIES

LAB 4
2:00 ONWARDS

DAY 2.

EVENTS

FIFA

ISUITE
9:00 ONWARDS

**PITCH OR
PERISH**

LAB 1
10:00 ONWARDS

**DECIPHER
CHASE**

IT FLOOR
10:00 ONWARDS

WORKSHOPS

CC LAB
2:00 ONWARDS

DAY 3.

GOA

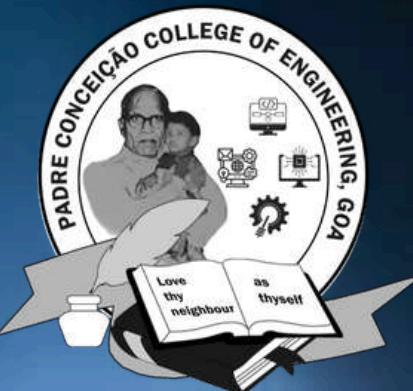
APOCALYPSE SHOWDOWN

BATTLEGROUNDS
MOBILE INDIA

CALL OF DUTY®
MOBILE M



FC24



DEPARTMENT OF
INFORMATION TECHNOLOGY

GOH



TECHYON
2024

BGMI



CASH PRIZE-
1ST - 3000/-
2ND-2000/-

ARYAN NAIK

(7058407759)

ADEN FERNANDES
(90118 81275)

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**INTER COLLEGE EVENT
4V4 CLASSIC
(ERANGEL, MIRAMAR, SAHNOK, VIKENDI)
200/- RS PER TEAM**

LOCATION: IT LAB 2&5 (3RD FLOOR)

DATE: 17TH OCT

TIME: 10 AM ONWARDS

MATCH RULES

- ROOM WILL BE CREATED BY THE EVENT ORGANIZERS AND ROOM ID AND PASSWORD WILL BE SHARED WITH THE TEAMS BEFORE EACH MATCH. THE ROOM DETAILS SHOULDN'T BE SHARED BY THE TEAMS.
- ALL THE TEAMS SHOULD JOIN THE ROOM AT THE SPECIFIC TIME MENTIONED SO, THERE WON'T BE ANY DELAY OR EXTRA TIME GIVEN.
- IF ANY TEAM(S) SHOW UP LATE FOR THE EVENT, THE TEAM(S) WILL BE DISQUALIFIED.
- PLAYERS SHOULD BRING THEIR OWN INTERNET. INTERNET WILL NOT BE PROVIDED.
- A TEAM CAN HAVE 5 PLAYERS (MINIMUM 4), 4 STARTING AND 1 SUB.
THE STARTING LINE UP MENTIONED BY THE TEAM SHOULD BE PARTICIPATING, THE TEAM SHOULD INFORM THE ORGANIZERS IF THERE ARE ANY CHANGES TO THE LINE UP AND SHOULD BE BROUGHT UP BEFORE THE MATCH STARTS . A TEAM MAY CHANGE THEIR LINE AFTER EACH MATCH.
- COLLEGE ID CARD IS MANDATORY . TEAMS/PLAYERS WITHOUT THE COLLEGE ID CARDS WILL NOT BE ALLOWED TO PARTICIPATE.

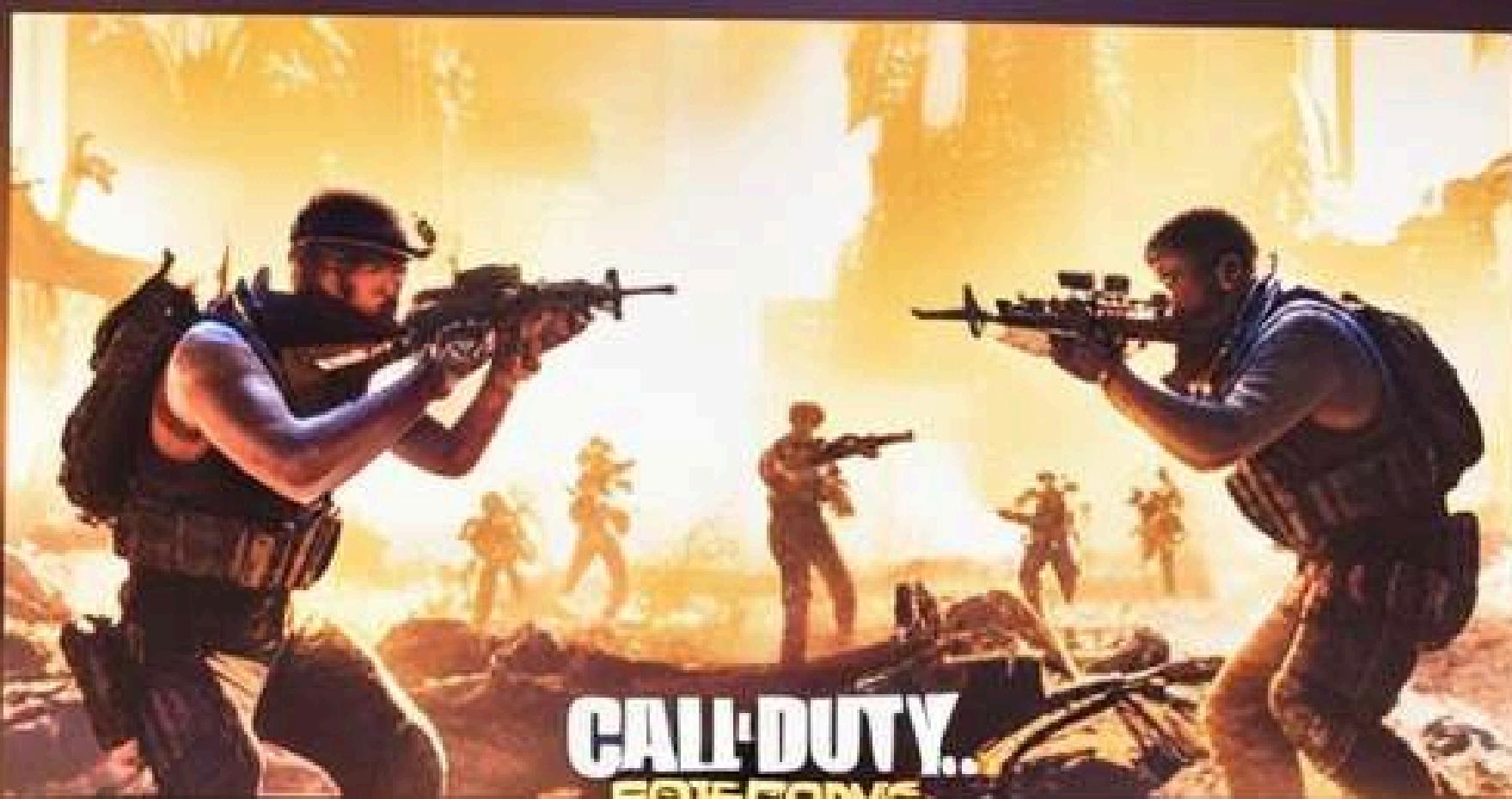
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RULES](#)

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CALLOFDUTY

CASH PRIZE -
1ST - 3000/-
2ND - 2000/-

ATHARV VERLEKAR
(80808 86431)

ATHARV SHANKARDAS
(89758 05555)



[REGISTER](#)



**5V5 MULTIPLAYER
200/- RS PER TEAM.**

LOCATION: IT LAB 2&5 (3RD FLOOR)

DATE: 18TH OCT

TIME: 9:30AM ONWARDS

MATCH RULES

- IT'S A MULTIPLAYER 5V5 TOURNAMENT. A TEAM SHOULD HAVE 5 PLAYERS AND NO SUBS ARE ALLOWED.
- ROOM WILL BE CREATED BY THE EVENT ORGANIZERS AND ROOM ID WILL BE SHARED WITH THE TEAMS BEFORE EACH MATCH. THE ROOM DETAILS SHOULDN'T BE SHARED BY THE TEAMS.
- ALL THE TEAMS SHOULD JOIN THE ROOM AT THE SPECIFIC TIME MENTIONED SO, THERE WON'T BE ANY DELAY OR EXTRA TIME GIVEN.
- BATTLES PLAYED WILL BE OF BEST OF 3 IN ELIMINATION ROUND AND FINAL MATCH WILL BE BEST OF 5.
- MULTIPLAYER MODES WILL INCLUDE : HARDPOINT, DOMINATION, SEARCH AND DESTROY MAPS INCLUDE: FIRING RANGE, SUMMIT, RAID, STAND OFF, APOCALYPSE.
- IF ANY TEAM(S) SHOW UP LATE FOR THE EVENT, THE TEAM(S) WILL BE DISQUALIFIED.
- PLAYERS SHOULD BRING THEIR OWN INTERNET. INTERNET WILL NOT BE PROVIDED
- COLLEGE ID CARD IS MANDATORY . TEAMS/PLAYERS WITHOUT THE COLLEGE ID CARDS WILL NOT BE ALLOWED TO PARTICIPATE.

**DETAILED
RULES**

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FIFA
Formatum

FIFA

CASH PRIZE-
1ST - 1500/-
2ND-1000/-



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DEVARSH SALGAONKAR
(9075227997)
SNIDON ANDRADE
(99756 05555)



INTER COLLEGE EVENT.

1V1 TOURNAMENT.

GAME - EA FC 24.

50/- RS PER PERSON ONLINE
REGISTRATION.

100/- RS PER PERSON SPOT
REGISTRATION.

LOCATION: ISUITE LAB (3RD FLOOR)

DATE: 19TH OCT

TIME: 10:30 AM ONWARDS

MATCH RULES

- IT'S A KNOCKOUT 1V1 TOURNAMENT . ALL GAMES WILL BE PLAYED ON THE PS5 CONSOLE.
- ULTIMATE TEAM, CLASSIC XI , WORLD XI ARE NOT ALLOWED (ONLY OFFICIAL CLUBS AND NATIONAL TEAMS). PLAYERS ARE ALLOWED TO CHOOSE THE SAME TEAM.
- PLAYERS ARE ALLOWED TO PAUSE THE GAME IF THE BALL IS THEIR POSSESSION.
- MAXIMUM 2 PAUSES OF 30 SECONDS EACH.**
- IF A PLAYER DOESN'T SHOW UP FOR HIS/HER MATCH AT THE SPECIFIED TIME THE PLAYER WILL BE DISQUALIFIED.
- EACH HALF WILL BE OF 4 MINUTES IN QUALIFYING ROUNDS AND 5 MINUTES IN SEMIS AND FINAL.
- IN CASE OF A TIE IN A QUALIFYING ROUND, THE GAME WILL DIRECTLY GO TO PENALTIES AFTER REGULAR TIME. A TIE IN SEMIS AND FINAL WILL RESULT IN EXTRA TIME AND THEN PENALTIES AFTER REGULAR TIME.
- DIFFICULTY LEVEL WILL BE SET TO LEGENDARY AND TACTICAL DEFENDING WILL BE ON.

[DETAILED
RULES](#)

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INFORMATION TECHNOLOGY

INTERFACE OF THE END

(UI/UX EVENT)



CASH PRIZE-
1ST - 4000/-
2ND-2000/-

AKSHAY KOUJALAGI

(84128 98480)

JOEL FERNANDES

(78759 14258)

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TEAM OF 2

LOCATION: CC LAB (3RD FLOOR)

DATE: 18TH OCT 2024

TIME: 10:00 -2:00PM

- **TIMELINE - 9:30 AM - 10:00 AM**
(INTRODUCTION & ASSIGNING TOPICS)
- **10:00 AM - 12:30 PM(DESIGNING)**
- **12:30 PM - 1:30 PM (PRESENTATION & JUDGING)**

>GENERAL RULES :

NATURE OF COMPETITION: THIS IS A DESIGN-BASED COMPETITION AND DOES NOT REQUIRE CODING SKILLS

- **TOOLS:** FIGMA (PARTICIPANTS MUST BRING THEIR OWN LAPTOPS) BUT FOR SOME EXCEPTIONS DEVICES WILL BE PROVIDED.

>COMPETITION STRUCTURE:

ROUND 1: UI/UX DESIGN ROUND

- **TIME DURATION:** 2.5 HOURS
- **PROBLEM STATEMENT:** THE PROBLEM STATEMENT WILL BE REVEALED ON THE DAY OF THE EVENT AND ALLOCATED BASED ON LOTS.
- **OVERVIEW:** PARTICIPANTS WILL SHOWCASE THEIR SKILLS AND UNDERSTANDING OF USER INTERFACE (UI) AND USER EXPERIENCE (UX) PRINCIPLES.

ROUND 2: PRESENTATION ROUND

- **TIME DURATION:** 5-10 MINUTES.
- **OVERVIEW:**, PARTICIPANTS WILL HAVE THE OPPORTUNITY TO PRESENT THEIR DESIGN SOLUTIONS TO THE ESTEEMED PANEL OF JUDGES AND THE AUDIENCE.

> TEAMS WILL HAVE 5 - 10 MINUTES TO PRESENT THEIR DESIGNS TO THE JUDGES.

**DETAILED
RULES**

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GO5

DEPARTMENT OF
INFORMATION TECHNOLOGY

SURVIVAL OF THE WEB

CASH PRIZE—
1ST - 4000/-
2ND - 2000/-

NIKHIL KUMAR
(7558498271)



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TEAM OF 2

LOCATION: LAB 4 (3RD FLOOR)

DATE: 17TH OCT

TIME: 10:00 -2:00PM

EVENT DESCRIPTION:

SURVIVAL OF THE WEB IS A COMPETITIVE WEBSITE DEVELOPMENT EVENT DESIGNED TO TEST PARTICIPANTS' CREATIVITY, TECHNICAL SKILLS, AND PROBLEM-SOLVING ABILITIES UNDER TIME CONSTRAINTS. TEAMS WILL BE TASKED WITH BUILDING A COMPLETE WEBSITE FROM SCRATCH USING HTML, CSS, AND JAVASCRIPT. THE EVENT EMPHASIZES FRONT-END DEVELOPMENT WITHOUT BACKEND INVOLVEMENT, CHALLENGING PARTICIPANTS TO DELIVER FUNCTIONAL, VISUALLY APPEALING DESIGNS WITHIN A LIMITED TIME FRAME.

THE EVENT CONSISTS OF TWO CRITICAL STAGES:

1. DESIGN AND DEVELOPMENT ROUND
2. PRESENTATION AND JUDGING ROUND

PREREQUISITES:

- KNOWLEDGE OF HTML, CSS, AND JAVASCRIPT IS ESSENTIAL.
- EXPERIENCE IN USING VISUAL STUDIO CODE (VS CODE) AS THE DEVELOPMENT ENVIRONMENT.
- FAMILIARITY WITH BOOTSTRAP, FIGMA, AND CANVA IS NOT MANDATORY, BUT IT WOULD BE AN ADVANTAGE FOR STYLING AND DESIGN PURPOSES.

[DETAILED
RULES](#)

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INFORMATION TECHNOLOGY

APCALYPSA ANAMOLIES

CASH PRIZE-
1ST - 3000/-
2ND-2000/-

SANKET NAIK
(94049 11512)

SAUMYA TARI
(77968 96049)



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**TEAMS MAY CONSIST OF EITHER 1
OR 2 PARTICIPANTS**

LOCATION: IT LAB 4 (3RD FLOOR)

DATE: 18TH OCT

TIME: 2:00 PM ONWARDS

**MINDSPARK
2024**

EVENT DESCRIPTION:

APOCALYPSE ANOMALIES IS A COMPETITIVE PROGRAMMING EVENT AIMED AT TESTING PARTICIPANTS' SKILLS IN QUICK THINKING, DEBUGGING, AND PROBLEM-SOLVING UNDER TIME CONSTRAINTS. THE EVENT PUSHES PARTICIPANTS TO DEMONSTRATE THEIR CODING EXPERTISE IN A FAST-PACED, CHALLENGING ENVIRONMENT.

NUMBER OF ROUNDS:

- THE EVENT CONSISTS OF THREE ROUNDS:
1. QUICK FIRE ROUND
2. DEBUGGING ROUND
3. PROBLEM-SOLVING ROUND

PREREQUISITES:

- KNOWLEDGE OF C/C++.
- EXPERIENCE IN USING VISUAL STUDIO CODE (VS CODE)

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RULES](#)

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TECHYON
2024

MINDSPARK
2024

DEPARTMENT OF
INFORMATION TECHNOLOGY

GOA

ClerksWell.

TECH ATTACK

CASH PRIZE-
1ST - 4000/-
2ND-2000/-

VRASHAB TIMMANNAVAR

(9422642149)

VARDHAMAN GANPULE

(9168436525)



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**INTER COLLEGE
(ALL MEMBER SHOULD BE OF THE SAME
COLLEGE)
TEAM OF 2**

LOCATION: IT LAB 4 (3RD FLOOR)

DATE: 17TH OCT

TIME: 2:00PM ONWARDS

TECH ATTACK IS AN EXHILARATING COMPETITION THAT BRINGS TOGETHER THE BRIGHTEST MINDS IN TECHNOLOGY TO SHOWCASE THEIR LOGICAL REASONING, DEBUGGING PROWESS, CODING SKILLS, AND PRESENTATION ABILITIES. IN THIS INTENSE BATTLE OF INTELLECTS, TEAMS OF TWO WILL FACE OFF ACROSS FOUR CHALLENGING ROUNDS, EACH DESIGNED TO TEST A DIFFERENT ASPECT OF THEIR TECHNICAL AND ANALYTICAL EXPERTISE, CONCEPT UNDERSTANDING AND THE MOST IMPORTANT {TEAM WORK}.

LEVELS:

- 1) ANALYTICS/LOGICAL N GENERAL TECH KNOWLEDGE**
- 2)FILL IN THE BLANKS (CODE SNIPPET)**
- 3)CODING ROUND**
- 4) PRESENTATION ROUND**

PREREQUISITES:(C/C++)

**DETAILED
RULES**

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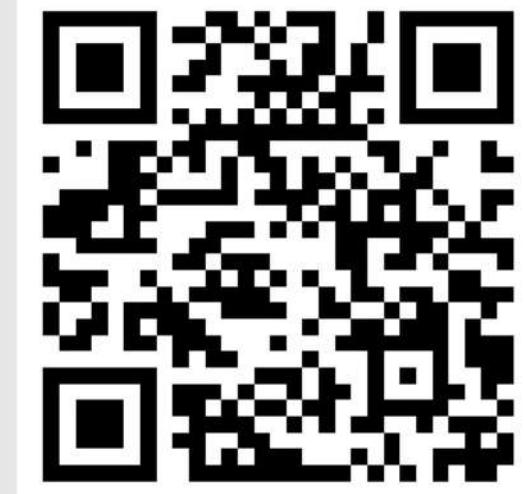
TECHYON
2024

MINDSPARK
2024

DEPARTMENT OF
INFORMATION TECHNOLOGY

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DOMSQA TRIVIA (QUIZ)



CASH PRIZE—
1ST - 3000/-
2ND - 2000/-

SHARAL MIRANDA

(8767134333)

CIBAL SOUZA

(90287 97125)

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TEAM OF 2
LOCATION: L 34 (3RD FLOOR)
DATE: 18TH OCT
TIME: 10:00AM ONWARDS



BRACE YOURSELF FOR DOOMSDAY TRIVIA, THE ULTIMATE TECH SHOWDOWN WHERE ONLY THE SHARPEST MINDS SURVIVE! TEST YOUR WITS THROUGH FOUR INTENSE ROUNDS.

ROUND 1: SELECTION ROUND – ANSWER 30 TECH QUESTIONS IN 20 MINUTES. TOP 5 TEAMS ADVANCE BASED ON CORRECT ANSWERS AND COMPLETION TIME.

ROUND 2: LOGO ROUND – IDENTIFY 2 TECH LOGOS PER TEAM. 10 POINTS FOR CORRECT ANSWERS, 5 POINTS IF PASSED AND ANSWERED BY ANOTHER TEAM.

ROUND 3: BUZZER ROUND – 5 TECH QUESTIONS. FIRST TO PRESS THE BUZZER ANSWERS. +10 POINTS FOR CORRECT ANSWERS, -5 FOR INCORRECT ONES.

ROUND 4: RAPID FIRE ROUND – ONE PARTICIPANT ANSWERS A SET OF QUESTIONS WITHIN 1.30 MINUTES. NO TEAM DISCUSSION ALLOWED.

GENERAL RULES:

4 TEAMS PROGRESS AFTER ROUND 1.

NO PHONES; CHEATING LEADS TO DISQUALIFICATION.

TIEBREAKER: SHORTEST TIME TAKEN IN ROUND 1 WILL BE SELECTED.

PREREQUISITES: BASIC TECH KNOWLEDGE, PROBLEM-SOLVING, QUICK REFLEXES, VISUAL INTERPRETATION, AND TEAMWORK.

**DETAILED
RULES**

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BLIND FALLOUT



CASH PRIZE-
1ST - 3000/-
2ND-2000/-

SHLOK PARSEKAR
(7720847270)
NIKESH THORAT
(8329410537)

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INDIVIDUAL PARTICIPATION

LOCATION: IT LAB 1 (3RD FLOOR)

DATE: 17TH OCT

TIME: 10:00AM - 12:00PM

EVENT DESCRIPTION:

BLIND FALLOUT IS AN INTER-COLLEGE FUN COMPETITION THAT BLENDS LIGHT CODING TASKS WITH OTHER EXCITING ACTIVITIES. PARTICIPANTS WILL SOLVE CHALLENGES, INCLUDING CODING WITH THEIR SCREENS TURNED OFF, TESTING THEIR MEMORY AND PROBLEM-SOLVING SKILLS IN A FUN ENVIRONMENT

NUMBER OF ROUNDS:

THE EVENT CONSISTS OF THREE ROUNDS:

1. MYSTERY MATES
2. SURPRISE EVENT
3. BLIND CODE CLASH

PREREQUISITES:

- BASIC KNOWLEDGE OF C/C++.
- EXPERIENCE IN USING VISUAL STUDIO CODE (VS CODE)

ROUNDS:

1. MYSTERY MATES: (ELIMINATION ROUND)

TYPE SPRINT: TYPING BY BEING BLINFOLDED, GUIDED BY SOMEONE.

SCORING: +5 FOR EACH CORRECT WORD.

DURATION: 5 MINUTES.

CODE ASSIST: THE GUIDING TEAMMATE NOW CODES BLINFOLDED, ASSISTED BY SOMEONE.

SCORING: +20 ONLY IF CODE GETS EXECUTED.

DURATION: 10 MINUTES.

2. SURPRISE EVENT: TO BE REVEALED ON THE EVENT DAY.

3. BLIND CODE CLASH: PARTICIPANTS HAVE TO CODE WITH THEIR SCREENS TURNED OFF.

FORMAT: 5 QUESTIONS (EASY TO HARD)

SCORING: JUDGED ON CORRECTNESS, SPEED, AND NEATNESS.

DURATION: 1 HOUR.

[DETAILED
RULES](#)

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TECHYON
2024

MINDSPARK
2024

DEPARTMENT OF
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PITCH
PERISH



CASH PRIZE -
1ST - 3000/-
2ND - 2000/-

VARDHAMAN GANPULE

(91684 36525)

VRASHAB TIMMANNAVAR

(94226 42149)

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INTER COLLEGE (ALL MEMBERS
SHOULD BELONG TO SAME
COLLEGE)
TEAM OF 3

LOCATION: IT LAB 1 (3RD FLOOR)

DATE: 19TH OCT

TIME: 10:00-2:00PM

A REAL-WORLD PROBLEM OR CHALLENGE WILL BE PRESENTED TO CONTESTANTS. THEY HAVE TO GENERATE AN IDEA TO SOLVE THE PROBLEM, THEY HAVE TO BRAND THEIR PRODUCT AND ALSO CREATE AN AD-BANNER SHOWCASING THEIR PRODUCT IDEA AND PRESENT IT TO OTHER CONTESTANTS AND JUDGES, CONVINCING THEM WHY THEIR IDEA IS BETTER THAN THE OTHERS.

PARTICIPANTS WILL BE JUDGED BASED ON AD-BANNER AND PRESENTATION.

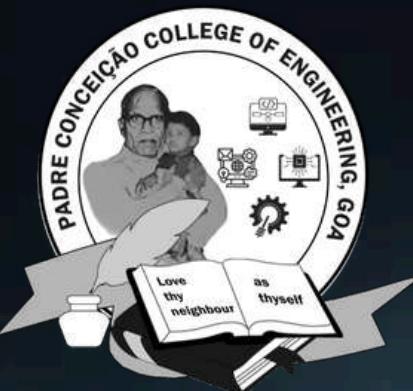
PREREQUISITES : BASIC DESIGNING SKILLS FOR AD-BANNER DESIGN.

USE OF AI IS ALLOWED.

NOTE: PARTICIPANTS HAVE TO BRING THEIR LAPTOPS IF POSSIBLE.

[DETAILED
RULES](#)

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INFORMATION TECHNOLOGY

D CIPHER CHASE

O CIPHER CHASE

(TREASURE HUNT)

CASH PRIZE-
6000/-

AJEET SINGH
(83906 96903)
RASHI KAVLEKAR
(70576 79779)



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TEAM OF 4

LOCATION: IT FLOOR (3RD FLOOR)

DATE: 19TH OCT 2024

TIME: 9:30AM ONWARDS

PARTICIPATION FEE: RS 200

INTER COLLEGE EVENT(EXCLUDING PCCE)

WELCOME TO THE D-CIPHER CHASE, A THRILLING TREASURE HUNT SET IN A POST-APOCALYPTIC WORLD. SOCIETY HAS COLLAPSED, AND ONLY THE SHARPEST MINDS CAN SURVIVE. IN THIS INTENSE RACE AGAINST TIME, PARTICIPANTS MUST DECODE CRYPTIC MESSAGES, SOLVE MIND-BENDING PUZZLES, AND NAVIGATE THROUGH DANGEROUS VIRTUAL LANDSCAPES TO UNCOVER HIDDEN CLUES THAT WILL LEAD THEM TO THE ULTIMATE TREASURE.

THE WORLD AS WE KNOW IT HAS ENDED. RESOURCES ARE SCARCE, TECHNOLOGY IS A RELIC, AND CHAOS REIGNS. AMIDST THIS DEVASTATION, A SECRET SOCIETY HOLDS THE KEY TO HUMANITY'S SURVIVAL, HIDDEN IN ENCRYPTED CODES SCATTERED ACROSS THE REMNANTS OF CIVILIZATION. IT'S UP TO YOU AND YOUR TEAM TO DECIPHER THESE CRYPTIC CLUES AND UNLOCK THE PATH TO SURVIVAL. THE TEAM THAT DECIPHERS ALL THE CLUES AND UNCOVERS THE FINAL TREASURE FIRST WILL BE CROWNED THE ULTIMATE SURVIVORS OF THE D-CIPHER CHASE.

ARE YOU READY TO CHASE DOWN THE FUTURE IN A WORLD WHERE NOTHING IS CERTAIN? JOIN D-CIPHER CHASE AND PROVE YOU HAVE WHAT IT TAKES TO SURVIVE THE APOCALYPSE!

**DETAILED
RULES**

REGISTER



HTML CSS WORKSHOP



"WEB WONDERS FOR BEGINNERS" WORKSHOP:

UNLOCK THE SECRETS OF WEBSITE CREATION!

JOIN OUR "WEB WONDERS FOR BEGINNERS" WORKSHOP, WHERE YOU'LL DISCOVER THE MAGIC OF BUILDING STUNNING WEBSITES USING HTML AND CSS. IN THIS INTERACTIVE AND HANDS-ON SESSION, LEARN THE FUNDAMENTALS OF FRONTEND DEVELOPMENT AND TRANSFORM YOUR IDEAS INTO VISUALLY APPEALING WEB PAGES.

TAKEAWAYS:

- UNDERSTAND THE BASICS OF HTML AND CSS
- LEARN HOW TO STRUCTURE AND STYLE WEB CONTENT
- CREATE YOUR OWN SIMPLE WEB PAGE FROM SCRATCH
- GET STARTED WITH YOUR WEB DEVELOPMENT JOURNEY

PERFECT FOR: BEGINNERS, STUDENTS, AND ANYONE CURIOUS ABOUT WEB DEVELOPMENT.

EVENT DATE: 19TH OCTOBER, 2024

EVENT TIMING: 10:00AM - 1:00PM

EVENT ADDRESS: CC LAB

JOEL FERNANDES

(73759 14253)

GAIL FERNANDES

(73228 99580)



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DEPARTMENT OF
INFORMATION TECHNOLOGY

GO9

WEBDEV USING WORDPRESS

WORKSHOP

WIN EXCITING PRIZES TOO!!!!

DATE : 17TH OCTOBER 2024

VENUE : CC LAB(IT FLOOR)

TIME : 2.00 PM



DAVID COUTINHO (9678502802)
KEEGAN FERNANDES (8767779480)

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