

AQUABOT

Game overview: participants must pick and place the blocks with a wired or wireless boat.

- Registration charges : 300/-
- Maximum number of participants per group will be 5
- Cash prize worth 10,000

BOT SPECIFICATION

1. Bot specifications should not exceed more than 300*300*300mm
2. At anytime the voltage at point should not exceed more than 24V.
3. Bot can or cannot be autonomous.
4. No hand touch will be allowed . In case of hand touch 10 points will be deducted from the total points .
5. In case of wireless bots an extra 100 points will be awarded .
6. The maximum time to complete the task is 10 minute .
7. In case the block is dropped in the arena (water) the block will be placed again in the picking zone .
8. In case of any technical problem participants must start again from the checkpoint.
9. Participants will be responsible for their own property in case of any damage caused to the bot team aquabot won't be responsible.
10. Any harm to the arena will lead to immediate disqualification of the participants.
11. Event coordinate can change the rule according to situation when needed.
12. Decision made by the event coordinator will be final and must be followed.
13. Participants will be provided with 240v AC.

Game play

1. Teams have to start from the start point and pick & place the blocks in the respective zones .
2. The task is to score highest point in the given time provided .
3. Depositing the blocks in the deposit zone 1 will credit you 30 points and depositing the block in the deposit zone 2 will credit you 70 point .
4. The dimensions of the arena may change .
5. If the block is dropped in the water it will be considered as a dead block and will be placed again in the checkpoint.

Tentative arena

- Blocks
- Deposit point 1
- Deposit point 2



