



Aim

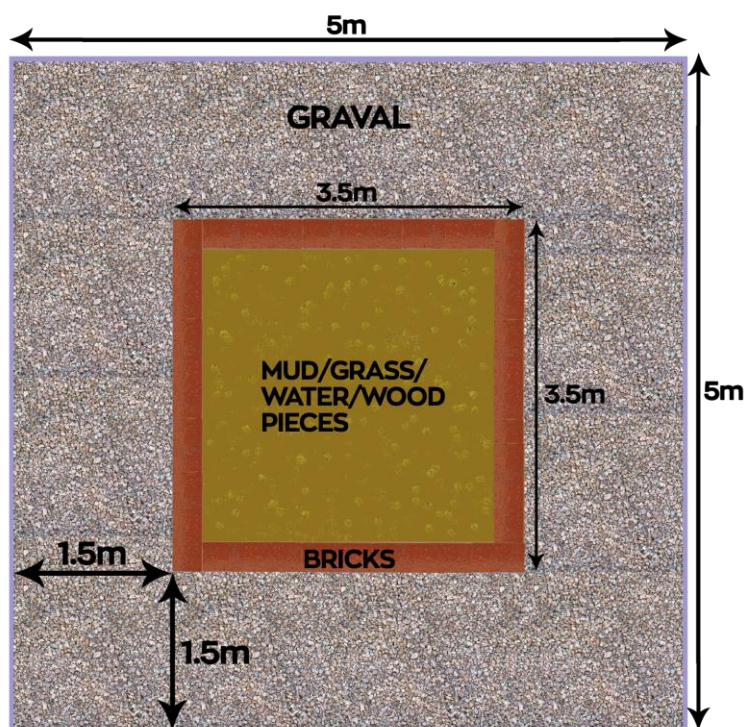
To test the smart designing, strength and control over the structure of the hovercraft.

Description:

Hover Rumble, a Battle Royale of hovercrafts in multi- terrain arena.

- The structure shall be tested for efficiency, design and applicability in a scenario in a clash of crude strength.
- Strength, though important shall not be the criteria for judging the hovercrafts.
- Efficient fabrication and performance in rough terrain shall play crucial role in the rumble.
- Material selection to aptly withstand a rumble is important parameter to be kept in mind for the contest.

The Arena:




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Gameplay:

Only 4 teams at a time are allowed in the arena
Last team standing or the one with the highest score wins
Minor repair allowed

Points and scoring

The scoring will be on the basis of:
Design performance in Royale
Maneuvering
Utilization of arena

Specification

The design constraints for this Competition are:
The size of the Hovercraft should be 50cm * 75cm maximum with 10% relaxation in area
A wireless control with onboard battery is allowed
You are only required to levitate the hovercraft and not fly it.
The timing for one round is 4 minutes + 60 seconds extra

Team Specifications

Minimum of 3 members
Maximum of 5 members

Prizes Worth 10k