*"Life is a maze in which we take the wrong turning before we have learnt to walk."*

*~Cyril Vernon Connolly.*

*This EDGE, let your robots face a real life crisis. Let it wander through the Labyrinth of Dilemma, take wrong turns, learn from its mistakes and finally emerge as an enlightened personage. If there are twenty paths of deception, just one would take you to the destination. Tune up your gray cells to find that way and tame your robots to follow the right trail.*

## PROBLEM STATEMENT:

To build an autonomously controlled robot capable of finding its way through a maze and reach the destination.

## GENERAL RULES

- The maximum team size is four.
- The candidates may or may not be from different colleges.
- No person can be in two teams of the same event.
- Damaging the path will lead to immediate disqualification.
- Decision of the Coordinators would be final.

## EVENT RULES:

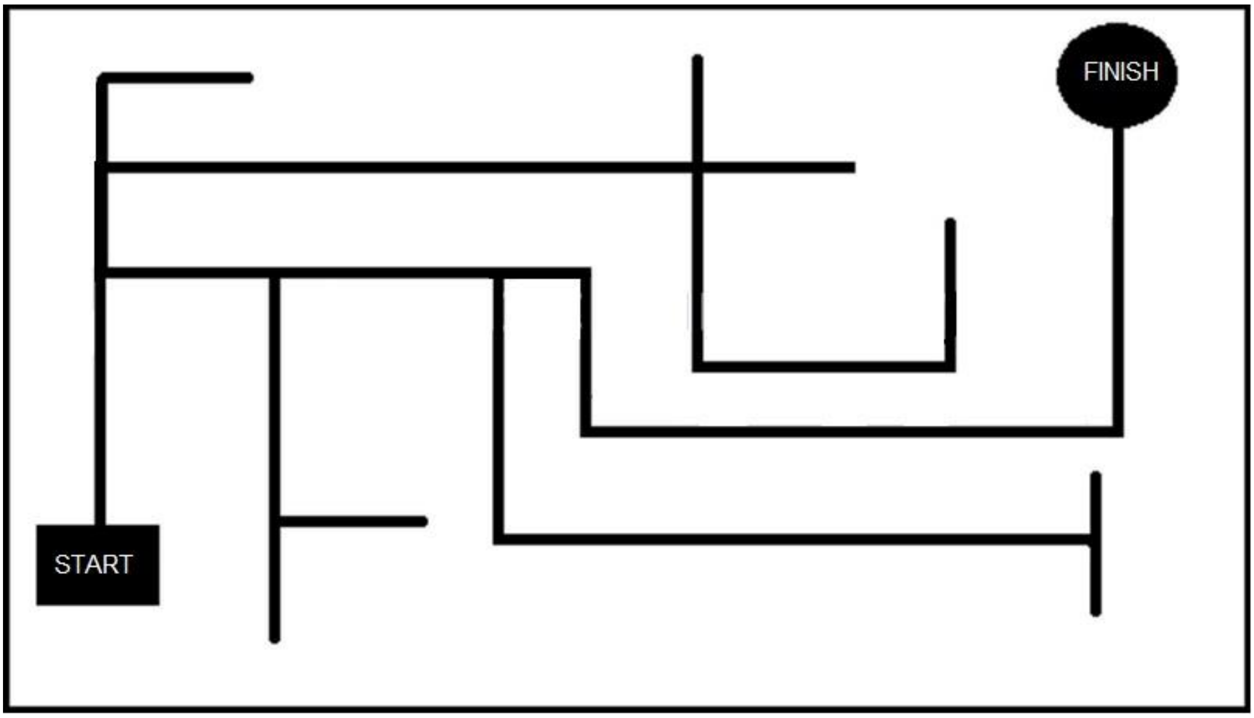
- The arena will have white surface with black line of width 3 cm (approx.)
- There will be a total of 3 rounds.
- In the **1st** round the bot has to move from starting point to finish point in the minimum time.
- In the **2nd** and **3rd**round, once the bot reaches the finish point then it will be placed at the starting point again and the bot has to reach the finish point once more using the shortest path possible.
- The bot has to stop at the finish point.
- The maximum time allotted to complete the task is 4 minutes in the prelims and 10 minutes in the finals.

- A team can have maximum of one restart in 1st round and three restart in 2nd and 3rd rounds.
- If a team wants a restart, the bot will have to start from a predefined starting point with timer reset and a penalty.
- The decision of the event coordinator(s) will be final and binding.

## SCORING

- 150 Points will be awarded for reaching the finish point.
- 100 Points will be awarded for stopping at the finish point.
- Penalty of 100 Points will be imposed for each restart.
- 300 Points for finding the shortest path.

## SAMPLE SCHEMATIC



** The real arena may differ from the given sample.