

MAZE BOT

"Mysterious labyrinth"

INTRODUCTION:

The Crack the labyrinth is a kind of robot gaming in which robot can move in any possible direction. But, this is not the basic purpose of this robot. Robot can change its direction whenever any obstacle occurs in a particular direction. So the bot used in this is basically a helpful device so as to explore any particular hidden region which is beyond human intervention.

There are several techniques that can be used in solving mazes:

- Random
- Wall Following
- Mapping



PROBLEM STATEMENT:

Come and play the amazing maze given to u by organizer and participant have to show his / her talent to solve the maze in the most efficient way .Rules of the event will be declared on the spot.

RULES & REGULATIONS:

- The participant's time will be recorded from the moment the bot enters the maze.
- The maximum time to exit the maze is 2 minutes.
- The participants should try and avoid hitting the walls of the maze
- Each participant will be given 10 chances on hitting the wall of the maze. On the 11th time participant will be disqualified
- If the time taken by participants exceed the maximum time then the final result will be decided on basis of distance (blocks) covered
- The organizers reserve the right to change any of the rules as they deem fit.
- Judges decision will be final and binding to all.
- The event will continue during the entire duration of the entire duration of tech fest. The scores will be recorded and the final results will be declared in the award ceremony.

JUDGING CRITERIA:

- The participant who will cross the maze in minimum time will be decided as the winner.
- The contestant having the minimum score will be the winner.
- Each second is equivalent to one point. E.g. If a contestant completes the maze in 70 sec. then its total score would be 70.
- If the maximum time exceeds, then judging will be done on three basis.

1. No. of checkpoints reached.
 2. No. of hits on the wall of maze.
 3. No. of blocks covered
- In case of tie, the judging will be done on three basis.
 - No. of time bot hit the maze wall.
 - No. of blocks covered.
 - Others penalties will be charged to participants such as:
 - In case of any discrepancy the decision taken by the jury will be treated as final decision.

TEAM SIZE:

Individual Participants are invited

ELIGIBILITY CRITERIA:

- All students with a valid Registration Card of DEXTRA 2014 along with their respective educational institutes' ID Cards are eligible to participate.
- Non-JUET participants must possess an Accommodation Confirmation Letter (ACL) issued by the organizing body at the time of registration. Registration Card will not be issued without ACL.

EVENT MANAGERS:

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