

# COGNIZANCE 2K24

## CSPIT - IT

### **Title of Technical Event: Digital Scavenger Hunt**

#### **Event Coordinators:**

##### **Faculty Coordinators**

1. Prof. Bimal Patel - 9909428681
2. Prof. Rajnik Katariya - 9913617724

##### **Student Coordinators**

1. Shivang Desai (21IT031) - 9574417788
2. Samarth Chauhan (22IT136) - 9426824765
3. Nishit Patel – (22IT103) - 9824861100

#### **Event Description:**

Join us for a fun-filled two-day event full of challenges and camaraderie! This event will comprise of various rounds comprising Debugging, Mini-games, GATECRASH, Treasure Hunt. This is the event shaped in such a way to test the techies and challenge their knowledge.

#### **Team Specification:**

Maximum Teams: 40 Teams (7 Students per Team)

Knowledge of core GATE topics and Basic Programming Skills in C/C++.

#### **Task:**

- Task 1: Debugging the code provided.
- Task 2: Mini-Games.
- Task 3: Solving the GATE Level Questions.
- Task 4: Technical Treasure Hunt

#### **General Rules and Regulations:**

1. Fair Play: Teams must adhere to the principles of fair play and sportsmanship. Any form of cheating, use of external assistance, or disruptive behaviour may result in disqualification.
2. Time Management: Teams must be mindful of the time constraints for each round. It is essential to manage time effectively to complete the challenges within the designated time limits.

3. **Safety:** Participants must prioritize their safety and the safety of others during the challenge. Any reckless or dangerous behaviour will not be tolerated.
4. **Organizer's Decisions:** The decisions of the event organizers and coordinators are final and binding. Any disputes or concerns should be addressed to the designated event officials.
5. **Team:** Only whole team as to reach to location then only game will be started.
6. **Code of Conduct:** Participants must adhere to a respectful and professional code of conduct throughout the event. Any behaviour that violates the code of conduct may lead to immediate disqualification.
7. **Disqualification:** The event organizers reserve the right to disqualify any team or participant who violates the rules or engages in misconduct.

## **Rounds:**

### **Day 1:**

#### **Round - 1:**

- In this Round, all 40 teams will be provided with 10 codes to debug. Only the first 24 teams that successfully debug all 10 codes will qualify for the 2nd round.
- Resources Requirement - **4 Classrooms (10 teams per classroom).**
- Time Requirement - **10:00 a.m. to 11:00 a.m.**

**11:00 a.m. to 12:00 p.m. Lunch Break**

#### **Round - 2:**

- In this round, the 24 qualifying teams will be organized into 3 groups, each consisting of 8 teams. The distribution of teams into these 3 groups will be as follows: the 1st team in the 1st group, the 2nd team in the 2nd group, the 3rd team in the 3rd group, and this pattern will continue in a rotating manner.
- Within these 3 groups, the 1st set of teams from each group, comprising the 1st, 2nd, and 3rd teams, will draw from a bowl containing chits with 10 mini-games. The 1st mini-game will be played by the 1st set of teams from all 3 groups, the 2nd game by the 2nd set of teams from all 3 groups (comprising the 4th, 5th, and 6th teams), and so forth.
- Following these mini-games, the top 16 teams that emerge victorious within their respective sets will proceed to the 3rd round.
- Resource Requirement - **1 Classroom.**
- Time Requirement - **12:00 p.m. to 2:00 p.m.**

### Round - 3:

- This round will take place as a **BUZZER ROUND**, each team will compete with other teams by answering the **GATE Level Questions** and only **TOP 8 teams** will be qualified for the next round that is supposed to take place on Day - 2.
- Resource Requirement - **2 Classrooms, 1 Lab.**
- Time Requirement - **2:30 p.m. to 4:30 p.m.**

### Day 2:

### Round - 4:

- In this round, a treasure hunt will be undertaken by the selected 8 teams. Among these 8 teams, the team securing the top position, consisting of 7 members, will be declared the winner, there will be two more teams declared as Runner-Up and 2nd Runner-Up respectively.
- Resource Requirement - **1 Classroom.**
- Time Requirement - **10:00 a.m. onwards**

### Event Rules:

- The team members should be registered and declared prior to the event, and no substitutions will be allowed at the time of event.
- Under the Bring Your Own Device (**BYOD**) program, it is expected that each team will have their own device.

### Game Participation Terms:

#### Round - 1

- The Leaderboard will be Generated on the basis of
  - Number of problems solved.
  - Time taken to Debug the codes.
- The use of artificial intelligence for code debugging is strictly prohibited including but not limited to - **ChatGPT, BlackBox, Bard, etc.** Any team found in violation of this rule will face immediate disqualification.
- Any team discovered engaging in code plagiarism will be subject to disqualification.

#### Round - 2

- The rules of the mini games are as per the annexure attached below.

### Round - 3

- The use of artificial intelligence for code debugging is strictly prohibited including but not limited to - **ChatGPT, BlackBox, Bard, etc.** Any team found in violation of this rule will face immediate disqualification.
- Teams will have the privilege of responding in the order in which their signals are received by the buzzer.
- Only one player from the team will be allowed to answer the question after signalling the buzzer.
- If a team gives incorrect answers the question will be passed to another team in the queue. And if the team gives correct answer the team will be awarded a point and the question will be closed.
- There will be no negative marking for incorrect answers.
- The Leaderboard will be generated on the basis of only number of correct answers given by teams
- In case of a tie, we will have a tiebreaker round, which will determine the winner.

### Round - 4

- If any team encounter challenges in locating a clue, they may request a "dare". Upon successful completion of the dare, the team will receive the subsequent clue. (This cannot be claimed in the final clue). Note: Only one dare will be allowed per team.
- During Round 3, the team consisting of 7 members that emerges as the winner will be bestowed with a prize and will be recognized as the overall victor of the entire event.

### Cheating/Behaviour:

- Any team and/or team member found to be interfering with the tasks of other teams will face disqualification of their respective team.
- The use of offensive language and/or the issuance of threats directed towards the Event Coordinators, opponents, or fellow participants will lead to an immediate disqualification.

## Annexure

*These mini games are a part of Scavenger Hunt Round 2.*

- **Lagori (7 stone)**

- 7 Stones will be piled up and one team has to hit the pile with a ball.
- The team which hits the pile will have to fix the pile again and simultaneously the other team's player will find the ball and hit the 1st team's players, and the players which get hit by the ball will be eliminated and will not be able to help their team members pile stones.
- If Stones will be piled up first the 1st team will win, and if all player of 1st team are eliminated the 2nd team will win

- **Dog and Bone**

- Each player from the teams will be allocated a number.
- After allocating a number, players with corresponding numbers will be called to the field and instructed to complete 3 rounds around a handkerchief placed in the center.
- Upon completing 3 rounds around the handkerchief, players from both teams will engage in an attempt to seize the handkerchief from the center. However, it is imperative to note that if a player successfully secures the handkerchief but is subsequently touched by a player from the opposing team, a point will be awarded to the second team. Conversely, if the opposing team fails to touch the player holding the handkerchief, the point will be awarded to the first team, represented by the player with the handkerchief.

- **Blind Time**

- Players from 3 teams will be blindfolded turn by turn and are required to audibly say "stop" at a duration of 5 seconds.
- The player who utters "stop" with highest accuracy will be awarded a point, while the other player will not receive a point.

- **Virtual Air Hockey**

- This will be a mobile gaming application, featuring three in-game items (two paddles and one puck). Each team will designate one player, who will be provided with a

paddle. Using this paddle, the player's objective is to skillfully strike the puck and attempt to direct it into the opposing team's goal post.

- **Bottle Flip**

- The bottle will be approximately half filled with water. And the player will have to flip the bottle in such a way that the bottle completes at least a 360-degree flip in the air (no portion of the body must be touched).
- If the bottle lands upright the team will be awarded with 1 point. If the bottle lands upside down the team will be awarded with 2 points. And if the bottle lands sideways the team will not get any points.
- After flipping the bottle the player will pass the bottle to another team.
- One player of the team is only allowed to flip the bottle once (One player cannot flip the bottle more than once).

- **Blow Balloon Improvised**

- Every participant will receive 7 paper cups and a balloon. Each player's challenge is to inflate the balloon inside a cup to the extent that it securely holds the cup. The player must then elevate the cup using the balloon without any physical contact with the cup, stacking all eight cups in the process.
- The player with least time to do so will be awarded with a point.

- **7 Tap Pingpong**

- Each team will receive a ping-pong ball, and a table will be positioned in the center.
- The initial team member will pass the ball to the second team member in a manner that allows the ball to bounce precisely once on the table.
- Subsequently, the first team member will step aside, and the third team member will take their place. Then, the second team member will release the ball in such a way that it contacts the table exactly twice before being substituted by the fourth team member. The third team member will then be responsible for propelling the ball in a manner that results in three bounces on the table. If the number of bounces does not align with the prescribed sequence, the team will be required to recommence the process from the outset.

- **Guess The Song**

- 20 seconds of a song's tune will be played for teams and teams will have to guess the exact name of the song.

- Team will only be given 3 chances if they fail to guess the song they won't get any points. If they recognize the song successfully the team will be awarded with a point.

- **Pictorial Dumb Charades**

- One team will designate a representative, while the other team will propose an object for the representative to sketch. The chosen representative will then endeavor to illustrate the suggested item, while the remaining members of their team attempt to correctly identify it. If the team successfully identifies the item within a 2 minute timeframe, they will earn a point. In the event that the team fails to do so, the team that initially suggested the item will be awarded the point.
- And the object assigned will be in a rotatory pattern i.e., the 1st team will propose an object to the 2nd team, the 2nd team will propose to 3rd and 3rd to 1st.
- It's important to note that the selection of the item will be subject to prior approval by one of our coordinators before it is assigned to the representative.
- The Team's Representative is not allowed to do any visual actions