

# COGNIZANCE 2K24

## DEPSTAR CSE

**Title of Technical Event: "Galactic Quest: Lost in Space Adventure"**

### Event Coordinators:

#### **Faculty Coordinators**

1. Prof. Mohini Darji (Contact no: 78628 29746)
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#### **Student Coordinators**

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### Event Description:

Teams (or individuals) embark on a mission to navigate through the vastness of space and return safely to Earth. Along the way, they'll encounter challenges and make decisions that will determine their fate.

### Team Specification:

No. of Participants per entry/ Team: **4**

Entry Fees: 150/- Rs. Only

Winning Price: Winner-3000/- Rs.

Runners Up-1500/-Rs.

1. Divide participants into teams, ensuring a good mix of skills and personalities.
2. Each team starts with a "spaceship" (a designated area or marker) and a mission log.

### Task:

#### **1. Cosmic Puzzle Relay:**

- Set up a series of puzzles related to space and astronomy.
- Blindfold half of each team and have the other half guide them through the puzzle relay.
- Each correct puzzle solved earns the team a resource token.

#### **2. Black Hole Obstacle Course:**

- Create an obstacle course with different challenges, representing the hazards of a black hole.

- Blindfold the entire team and set a time limit for them to navigate through the course.
- Time penalties or loss of points for each obstacle not successfully overcome.

### **3. Alien Communication Challenge:**

- Introduce "alien" facilitators who speak in a made-up language.
- Teams must decipher the language by solving a series of riddles or puzzles.
- The quicker they communicate with the aliens, the more resource tokens they earn.

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

1. **Team Composition:** Teams must consist of a maximum of four participants. Each team member must actively participate in challenges.
2. **Gameplay:** Blindfolds will be provided to half of each team during challenges. Teams must complete space-themed challenges to earn resource tokens. Decisions made during the game will impact the team's progress.
3. **Time Limits:** The entire game will have an overall time limit. Each stage or checkpoint will have its own specified time limit. Teams must adhere to these time limits to maintain the sense of urgency.
4. **Obstacles:** Teams will encounter Black Holes, Alien Encounters, and Resource Scarcity. Consequences of these obstacles may include time penalties or the loss of earned resources.
5. **Judging Criteria:** A judging panel, appointed by the organizing committee, will evaluate teams. The criteria include the number of tasks completed and the time taken (80%) and the accuracy of the mission log (20%).
6. **Mission Log:** Each team is provided with a mission log. Teams must accurately record their progress, decisions, and any earned resources.
7. **Final Decision:** In the event of disputes, the decision of the judges is final and binding.
8. **Fair Play:** Teams must engage in fair play and sportsmanship throughout the game. Any form of cheating or unsportsmanlike behavior may result in disqualification.
1. **Registration Fees:** 100 Rs. / Per Participant

### **Rounds:**

#### **Round 1: Celestial Puzzles**

- Objective: Solve a series of space-themed puzzles to earn resource tokens.
- Blindfolded participants guided by teammates.
- Each correct puzzle completed earns the team a resource token.

- Time management is crucial as teams aim to accumulate as many tokens as possible.
- Out of the 50 participating teams, the first 30 teams to successfully complete the maze will proceed to the next round.

### **Round 2: Black Hole Odyssey**

- Objective: Navigate through the Black Hole Obstacle Course.
- The entire team is blindfolded, facing physical challenges representing black hole hazards.
- Time penalties for each obstacle not successfully overcome.
- Teams strategize and communicate effectively to minimize penalties.

### **Round 3: Alien Communication Challenge**

- Objective: Communicate with "aliens" to decipher their language and earn resource tokens.
- Alien facilitators speak in a made-up language.
- Teams solve riddles or puzzles to understand and respond.
- Quicker communication results in more resource tokens.

The winner will be determined by the number of tasks completed and the time taken by the team.

### **Event Rules:**

1. Individuals have to form a team of four.
2. The event consists of three rounds.
3. First round will be a puzzle solving round.
4. Second round consists of Obstacle finding.
5. Third round has riddles or puzzles to understand and respond.