



GOA UNIVERSITY
Goa Business School
Discipline of Computer Science and Technology

PRESENTS

INFOFEET

2023

DECODE THE POSSIBILITIES

10th - 11th
AUGUST 2023



GENERAL RULES

- Registration link for the events will be available on the website.
- Participants must adhere to the event's code of conduct, which outlines the expected behavior and ethical standards that all attendees must follow.
- Each participant is requested to carry their college ID card, failure of which shall restrict their participation in any event.
- Participants that want to avail accommodation should inform the organizers about the same on or before 5th August 2023 .
- All participants are expected to attend the sessions on time and adhere to the schedule. Latecomers may not be allowed to enter once a session has started.
- Participants must not engage in plagiarism or any other form of academic dishonesty during the event.

GENERAL RULES

- Rules for registration of teams:
 - Participating teams must produce a letter from their department/college stating the names of all the participants in the team.
 - Each team can register up to 25 participants (excluding hackathon and gaming).
 - Each team can register a maximum of 2 entries per competition.
 - Each participant from a team can participate in a maximum of 2 competitions (excluding hackathon and gaming).
- Winning a competition will earn the team a predefined number of points which will contribute to the final tally (apart from gaming events and hackathon).
 - 1st place : 1000 points
 - 2nd place : 500 points
 - Participation : 100 points per entry

GENERAL RULES

- Participants must not tamper with or disrupt any equipment provided by the event organizers or at the event venue.
- Participants forming a team should be from the same Educational Institute (excluding hackathon and gaming).
- The decision of the judges and organizing committee will be final and binding.
- The organizing committee reserves every right to make necessary changes in the rules and schedule without any prior notice. The changes will be updated on the website and will be conveyed to the participants through appropriate channels .

TIMELINE

HACKATHON

(24 Hours)

10 AUGUST

OPENING CEREMONY

ASTRAL CODER

LINE BOT STRAFE

WORKSHOP

VIRTUAL BALL

VID CRED

INFOTALKS

BIZ-WIZ

CROSSFIRE

CTF

11 AUGUST

INTERFACE RUMBLE

NEURO QUERY

CYBER TRIALS

INFOTALKS

CYBER STRIKE

WORKSHOP

CLOSING CEREMONY

MISSIONS

FIXERS

NET-RUNNERS

FUTUREFORCE

STREET KIDZ

CORPO

FUTURFIRE

Hackathon (24 hrs)



FIXEFIXE

CTF

Line Bot Strafe

NET-RUNNERS

Cyber trials

Astral coder

STREET KIDZ

Interface Rumble

Vid cred

Cyber Strike

VirTUA-Ball

CONF

Biz-Wiz

Neuro Query

Crossfire

InfoTalks

Workshop

HACKATHON

Calling all NetJockeys nOva is offering a ton credits for the best CyberWare
Are you the one to make it?

Unleash your intelligence and make an
impact at our hackathon - where
innovation meets action!

PRIZES WORTH

RS 30000

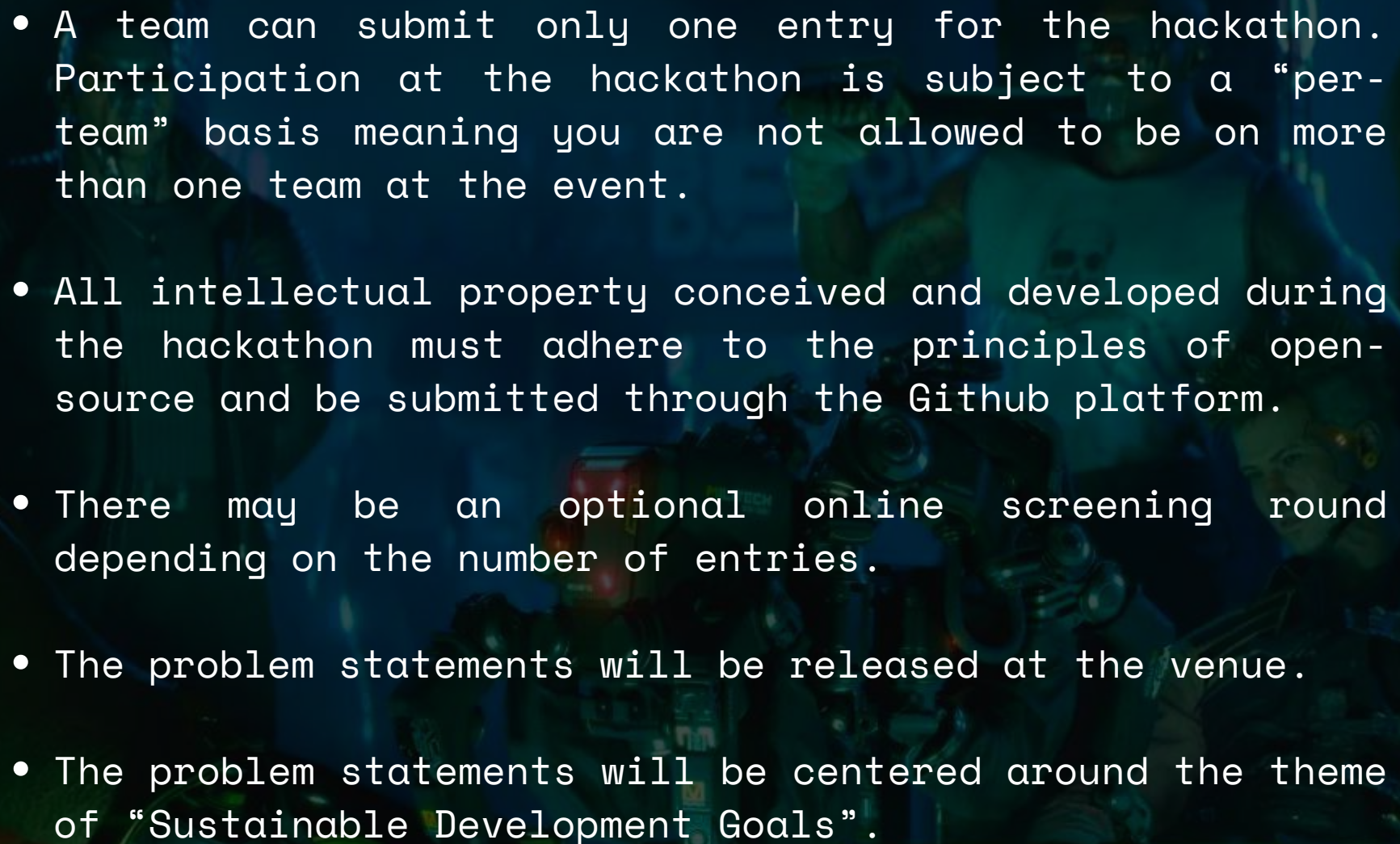
Coordinators

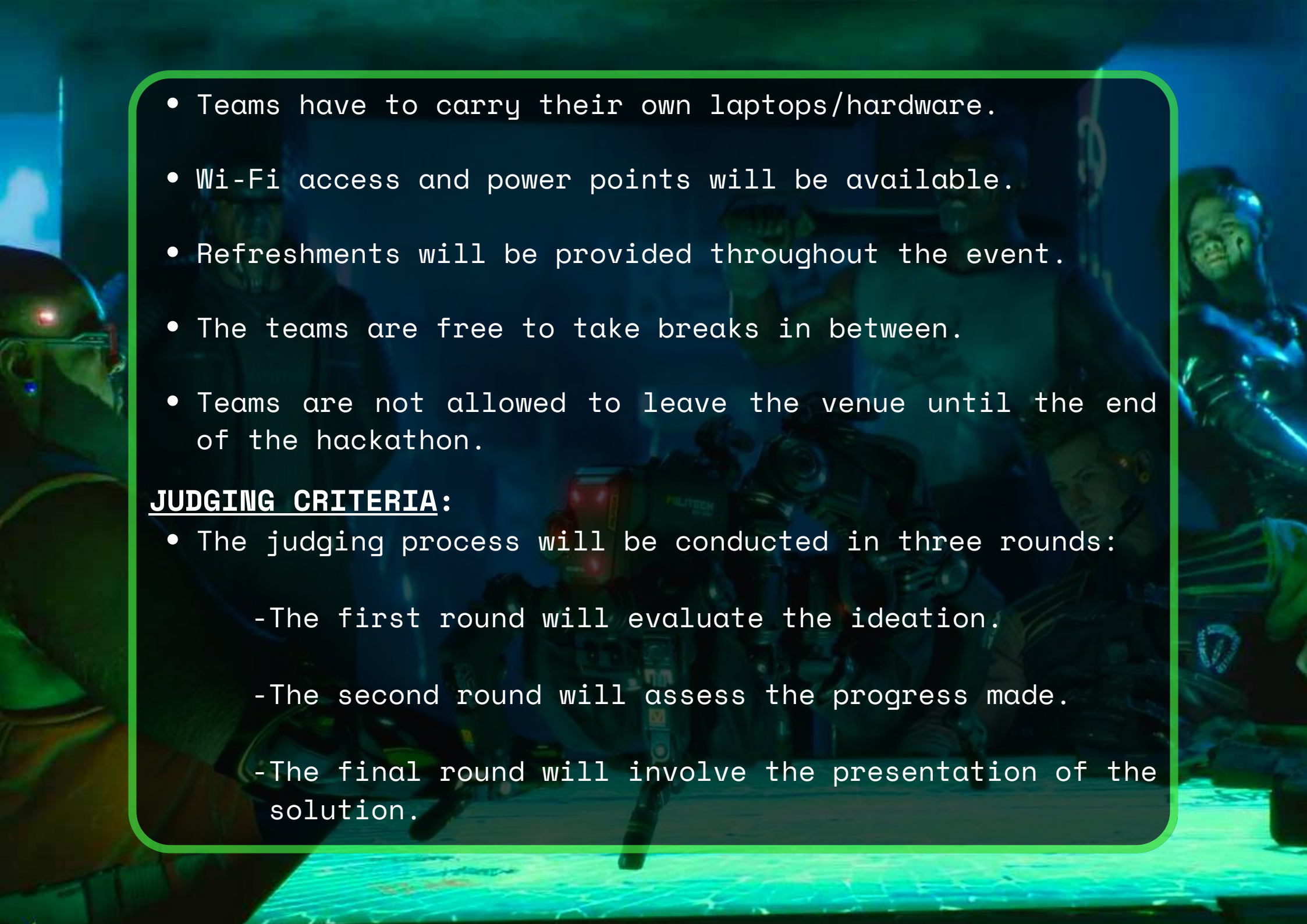
Joseito Fernandes
9637352760

Savio Silveira
9637196041

RULES:

- Members per team: 2-3 (cross college teams are allowed)
- No development may start before the actual date and time of the event. The development must start at the official start time of the event.
- The utilization of non-coding and AI assistive tools such as ChatGPT, Copilot, and Webflow are prohibited.
- To ensure a level field for all contestants, all code must be created only at the hackathon. You are permitted to use publicly developed and openly licensed APIs and SDKs for your project.

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- A team can submit only one entry for the hackathon. Participation at the hackathon is subject to a “per-team” basis meaning you are not allowed to be on more than one team at the event.
 - All intellectual property conceived and developed during the hackathon must adhere to the principles of open-source and be submitted through the Github platform.
 - There may be an optional online screening round depending on the number of entries.
 - The problem statements will be released at the venue.
 - The problem statements will be centered around the theme of “Sustainable Development Goals”.

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- Teams have to carry their own laptops/hardware.
 - Wi-Fi access and power points will be available.
 - Refreshments will be provided throughout the event.
 - The teams are free to take breaks in between.
 - Teams are not allowed to leave the venue until the end of the hackathon.

JUDGING CRITERIA:

- The judging process will be conducted in three rounds:
 - The first round will evaluate the ideation.
 - The second round will assess the progress made.
 - The final round will involve the presentation of the solution.

CTF

CAPTURE THE FLAG

Akuto Tech has an exploit.
Take Point and bring it to the ground!

Solve puzzles and find hidden clues to discover the flag. Clues can be hidden anywhere. Each flag will earn you points. So sharpen your minds and get ready to do some digging.

PRIZES WORTH

RS 8000

Coordinators

Sanket Narvekar
8975195781

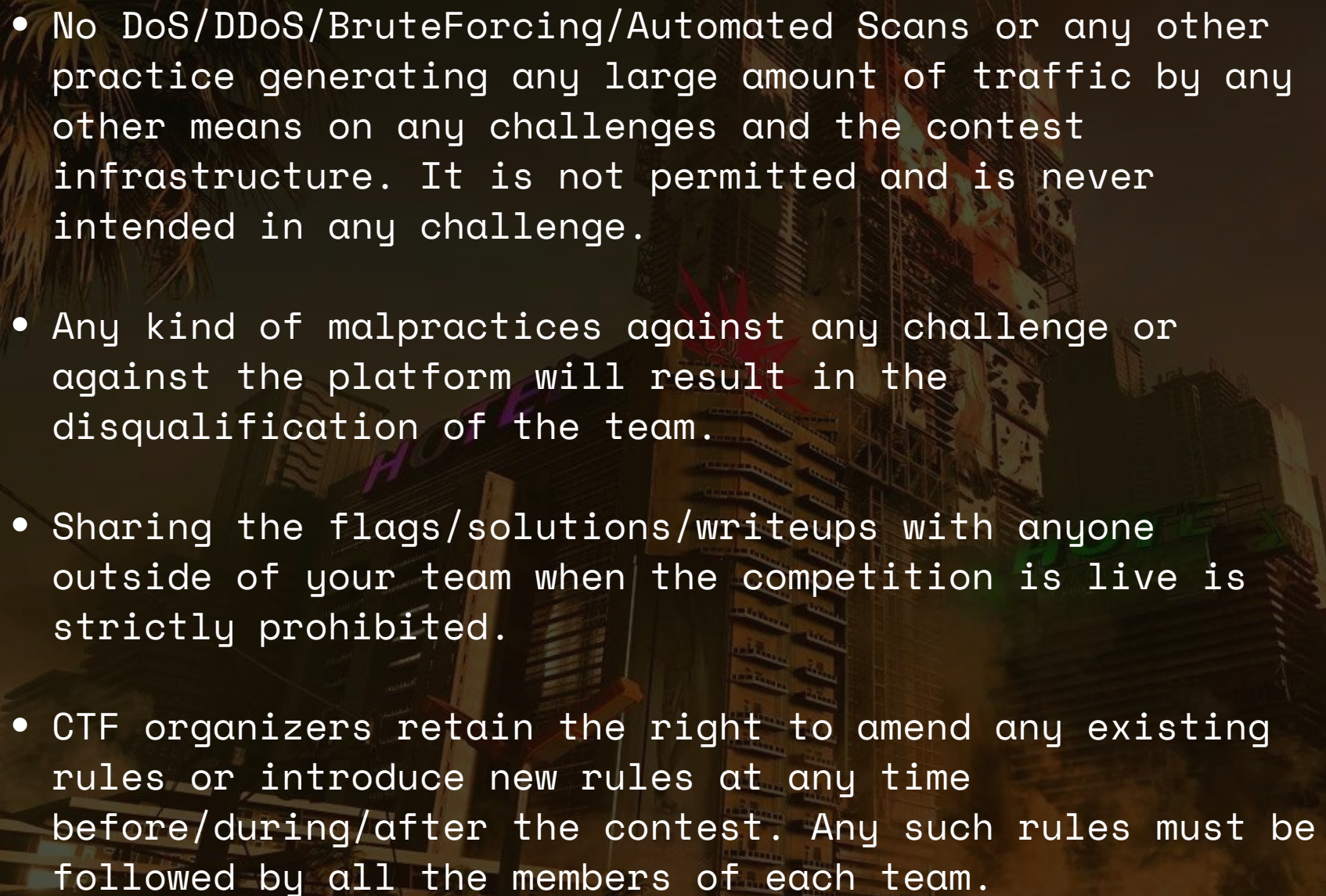
Adroy Fernandes
9623321113

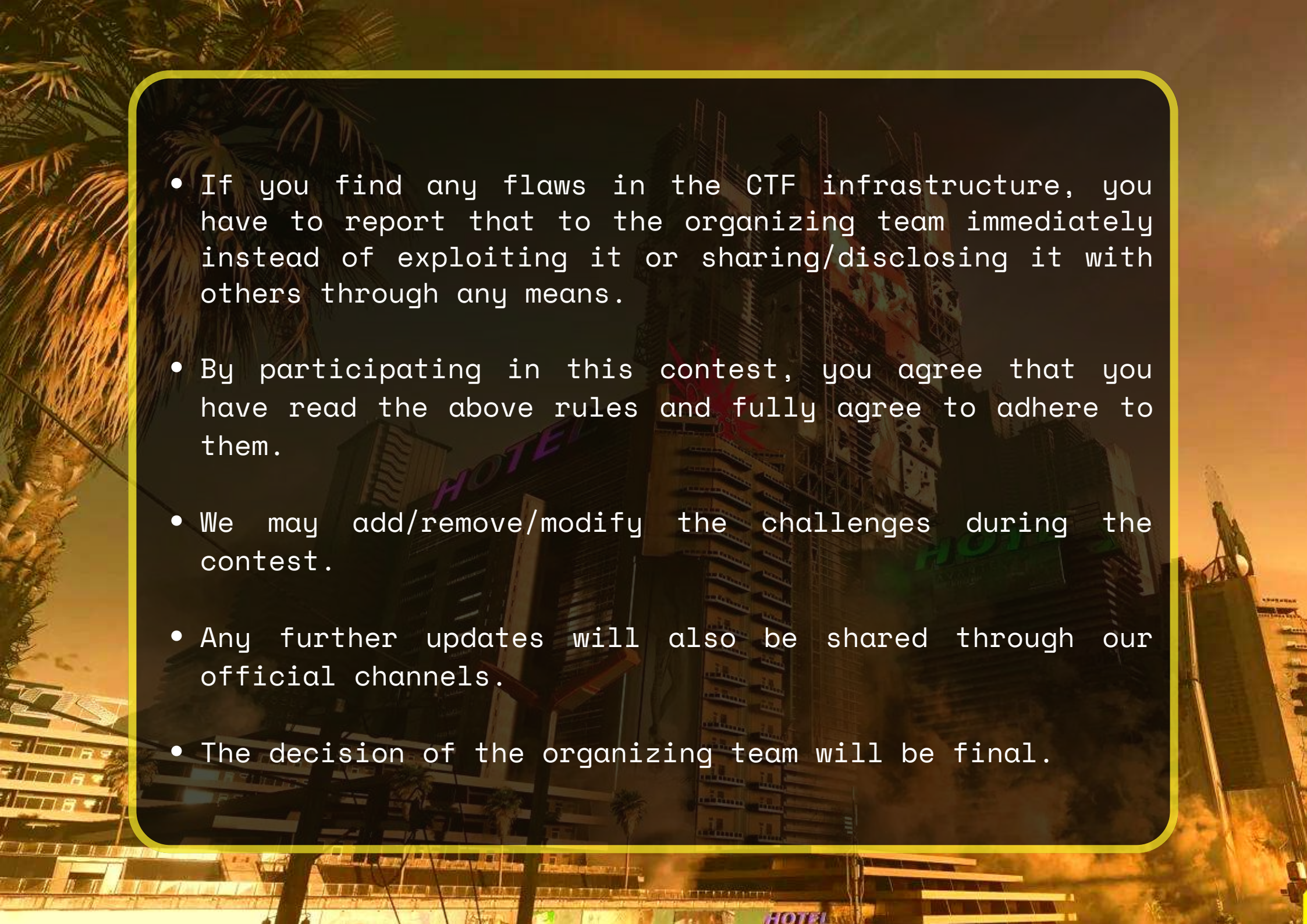
PREREQUISITES:

- Laptop/PC with a good internet connection.
- Python (may use online python compilers)
- Linux terminal

RULES:

- Members per team: 1-3
- CTF will be hosted online making it possible to participate from any location.
- Team members must give their real names, usernames going to be used for competition, personal email id, and phone numbers in the registration form to verify their identities and to collect prizes.
- Participants/Teams are not allowed to carry out any attacks on the CTF infrastructure or on other teams/individuals.

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- No DoS/DDoS/BruteForcing/Automated Scans or any other practice generating any large amount of traffic by any other means on any challenges and the contest infrastructure. It is not permitted and is never intended in any challenge.
 - Any kind of malpractices against any challenge or against the platform will result in the disqualification of the team.
 - Sharing the flags/solutions/writeups with anyone outside of your team when the competition is live is strictly prohibited.
 - CTF organizers retain the right to amend any existing rules or introduce new rules at any time before/during/after the contest. Any such rules must be followed by all the members of each team.

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- If you find any flaws in the CTF infrastructure, you have to report that to the organizing team immediately instead of exploiting it or sharing/disclosing it with others through any means.
 - By participating in this contest, you agree that you have read the above rules and fully agree to adhere to them.
 - We may add/remove/modify the challenges during the contest.
 - Any further updates will also be shared through our official channels.
 - The decision of the organizing team will be final.

- If anyone is found to break the above mentioned rules, the whole team will be disqualified and removed from the event. We may also disclose your team name, members, and IP if such malpractices happen.

JUDGING CRITERIA:

- At the end of the CTF, the team with the highest score on the scoreboard will be declared the winner.
- In case the score is equal, the first team (in a shorter time) to reach the score is considered as first.

LINE BOT STRAFE

LINE FOLLOWER

Does your bot have what it takes to race in the greatest bot-racing competition ever?

Teams must create an autonomous robot that can navigate a maze by following a white line and keeping track of directions. The bot must navigate the maze from the starting point to the ending point in the shortest amount of time while analyzing the path during the run.

PRIZES WORTH

RS 4500

Coordinator

Shreevesh Naik
9623215078

Baban Gawas
8669054047

RULES:

- Members per team: 1-3
- Robot must be submitted 1hr prior to the event to the volunteers.
- The robot finishing the area in the least time will be declared the winner
- Maximum 3 touches allowed (each touch +10 sec)
- Only 1 skip from a checkpoint is allowed (+30 sec) in case of any issue
- Any deviation from the main line will lead to placing the robot back to the previous checkpoint.



ROUNDS:

- Participants will enter 1 qualification round.
- Qualifying teams will be selected for the final.

ARENA:

- The arena will have black stripes consisting of acute, obtuse, right angle, discontinuities and curves.
- There will be multiple checkpoints.
- The width of stripes will be 3cm.

Bot Specifications:

- Robot must not exceed following specifications:

Length: 25cm

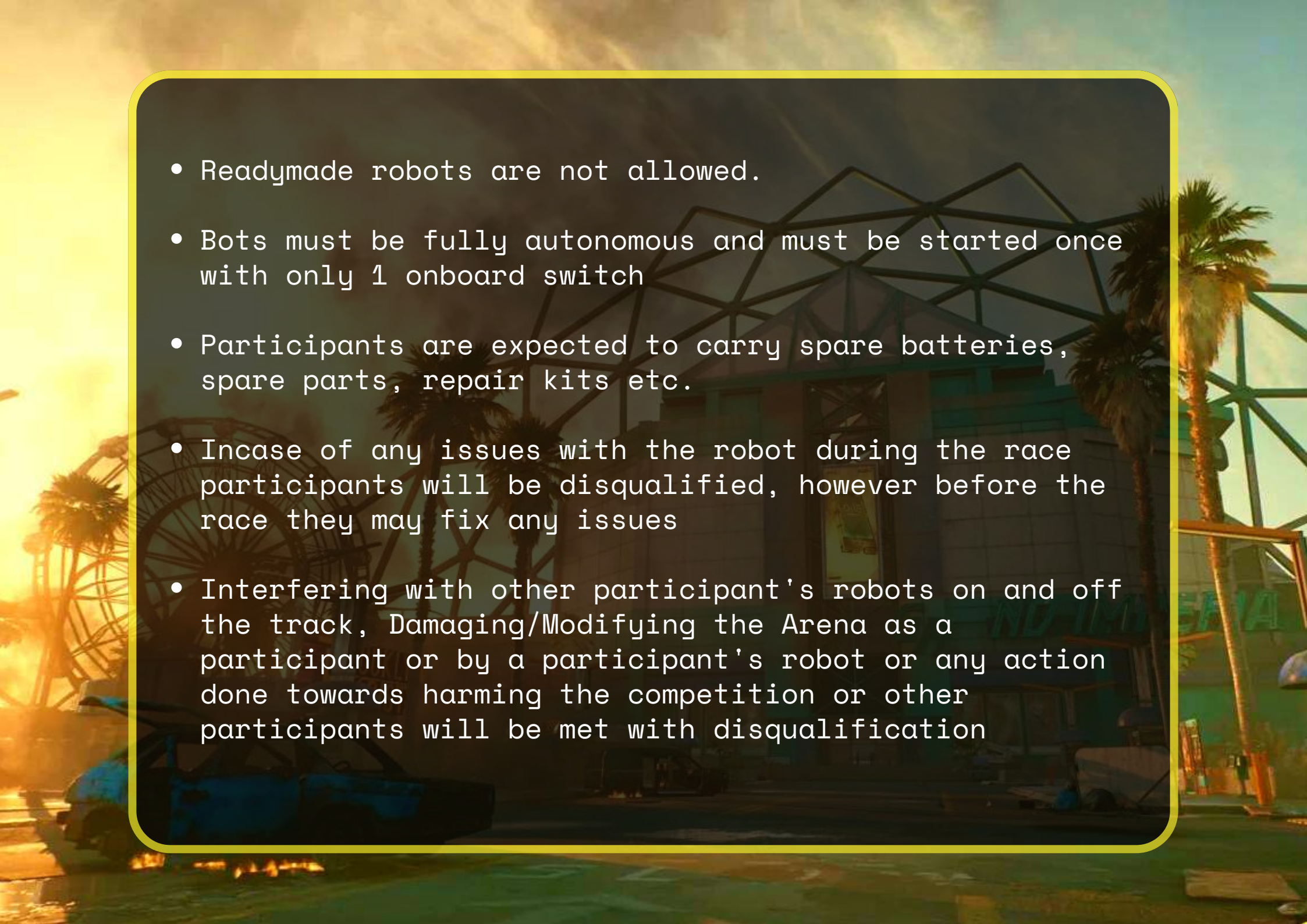
Width: 25cm

Height: 20cm

Weight: 5kg

Max voltage: 12v

Microcontroller : Arduino or RaspberryPi

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- Readymade robots are not allowed.
 - Bots must be fully autonomous and must be started once with only 1 onboard switch
 - Participants are expected to carry spare batteries, spare parts, repair kits etc.
 - In case of any issues with the robot during the race participants will be disqualified, however before the race they may fix any issues
 - Interfering with other participant's robots on and off the track, Damaging/Modifying the Arena as a participant or by a participant's robot or any action done towards harming the competition or other participants will be met with disqualification

EVER TRIALS

LEVEL UP CODING

prove yourself as the greatest netrunner ever

Dare to check the levels with increasing difficulty and show off your proficiency in diverse languages in this event. This is a fight against time to reach the top and take a shot at the surprise in the final round.

PRIZES WORTH

RS 5500

Coordinators

Charlton Dias
9763145456

Baban Gawas
8669054047

RULES:

- Members per team: 1-2
- Each level of the competition will require the participant to complete a coding challenge using a different programming language. Offline documentation will be provided for each language.
- Every level will have elimination as well as a higher degree of difficulty.
- Participants are not allowed to communicate with anyone outside the team or use any other resource(internet/phones) during the competition. Any violation of this rule will result in disqualification.

JUDGING CRITERIA:

- Selection will be based on the competition time and accuracy of the code.

ASTRAL CODER

MISSING PERIPHERALS

Summon your spirit and code without your senses

Missing Peripherals is a technical competition designed to test participants' skills in working with computers and technology under challenging conditions. Participants must complete technical tasks within a set time limit using only the available peripherals and showcase technical proficiency under pressure.

PRIZES WORTH

RS 3500

Coordinators

Sandhya Chari
8830736146

Shaun Barreto
7720958269

RULES:

- Members per team: 1-2
- Rounds: The contest will be divided into Three rounds and in each round one of the peripheral (Monitor/ ?/ ?) will be missing and participants will have to perform the given task.

Round 1: Mind sight

In this round, The participant will have to code a problem with their monitor turned off.

Points will be awarded based on the amount of completion of code within the time limit and the least number of errors

Round 2: Surprise

Round 3: Surprise

JUDGING CRITERIA:

- The submission will be evaluated based on the accuracy and completion time. The judges will also consider the overall performance. Participant with the highest points will be the winner.

INTERFACE RUMBLE

UI / UX

Do you have the passion for user-centered design? Show off your skills in our UI/UX competition and get recognized for your creativity and expertise.

It is an opportunity for designers to demonstrate their ability to create functional, visually appealing, and user-friendly designs that meet the specific requirements of the competition.

PRIZES WORTH

RS 4000

Coordinators

Udesh Arlekar
9158807160

Amay Gawas
9168915331

RULES:

- Members per team: 1
- Participants are expected to bring their own devices but for some exceptions devices will be provided.
- Figma must be installed.
- Participants should only use figma to design, No other platform will be allowed.
- No copying of design or related stuff from the internet. Any malpractice detected will result in direct disqualification.

The background of the slide is a dynamic, futuristic cityscape at night. It features a dense array of neon lights in shades of blue, purple, and pink. Digital billboards and screens display various images, including a checkered flag and abstract patterns. The scene is filled with a sense of motion and high-tech energy, with light trails and reflections on the wet pavement.

JUDGING CRITERIA:

- How creative and innovative the design is in solving the problem and meeting user needs.
- User experience, including ease of usage, intuitive, and interactive.
- Visual appeal, aesthetics, and use of color, typography, imagery, and other graphic design elements.
- Adherence to the problem statement.

VID CREED

REEL IT

Are you a cyber star with your digilogs?

Theme : INFOFEST '23

We are calling all aspiring content creators to showcase their creativity through Reels.

PRIZES WORTH

RS 4500

Coordinators

Nagesh Chari
9067152654

Rutvik Sawant
9518765805

RULES:

- Members per team: 1-3
- Reel should be of min 30sec to max 90sec
- Reel should cover glimpses of every event
- Team should shoot the events on the day 1 and submit it on the next day before 12pm
- Reel should contain 10-20sec of sponsor advertisement

Judging criteria :

- Uniqueness, creativity and informative

CYBER-STRIKE

BGMI

It's War in the streets!
Can your squad make it to the top!

Assemble your team and show your
skills, teamwork, and strategies to
beat the opponents.

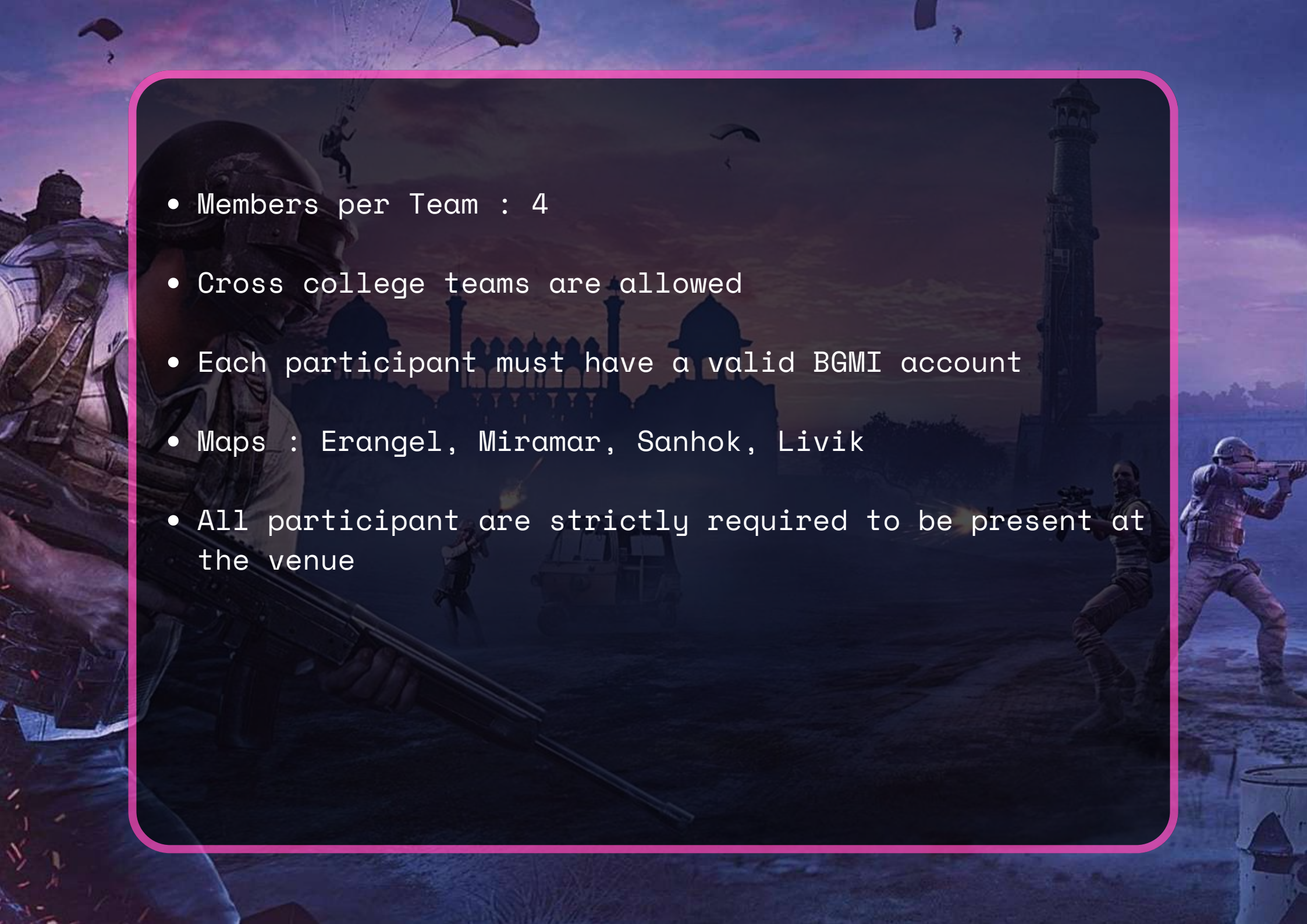
PRIZES WORTH

RS 6000

Coordinators

Suyog Chari
7768984419

Aryan K.
8411932637

- 
- The background of the slide is a screenshot from the game Battlegrounds Mobile India (BGMI). It shows a first-person view of a player holding a rifle, looking towards a large, domed building in the distance. Other players are visible in the scene, some running and others taking cover. The sky is dark and cloudy, with a few parachutes visible in the upper part of the frame. The overall tone is dark and tactical.
- Members per Team : 4
 - Cross college teams are allowed
 - Each participant must have a valid BGMI account
 - Maps : Erangel, Miramar, Sanhok, Livik
 - All participant are strictly required to be present at the venue

VIRTLA-BALL

FIFA 23

Prove yourself as the champion.
In this war of football

FIFA is an E-sports game simulating
football at the highest level.
Players will be competing with each
other in FIFA 23.

PRIZES WORTH

RS 3000

Coordinators

Aiwinraj K. S.
7904895106

Suyog Chari
7768984419

Aryan K.
8411932637



RULES:

- Members per team: 1
- PS4
- Knockout rounds
- Standard settings
- 5 mins half
- Game speed will be normal
- Club and Country Teams only

NEURO QUERY

QUIZ

Akuto's annual technology exam serves as a professional recruitment tool for interns.
Apply today, don't miss this opportunity.

Do you think you are the smartest one in
the room? test your knowledge in field of
general knowledge.

PRIZES WORTH

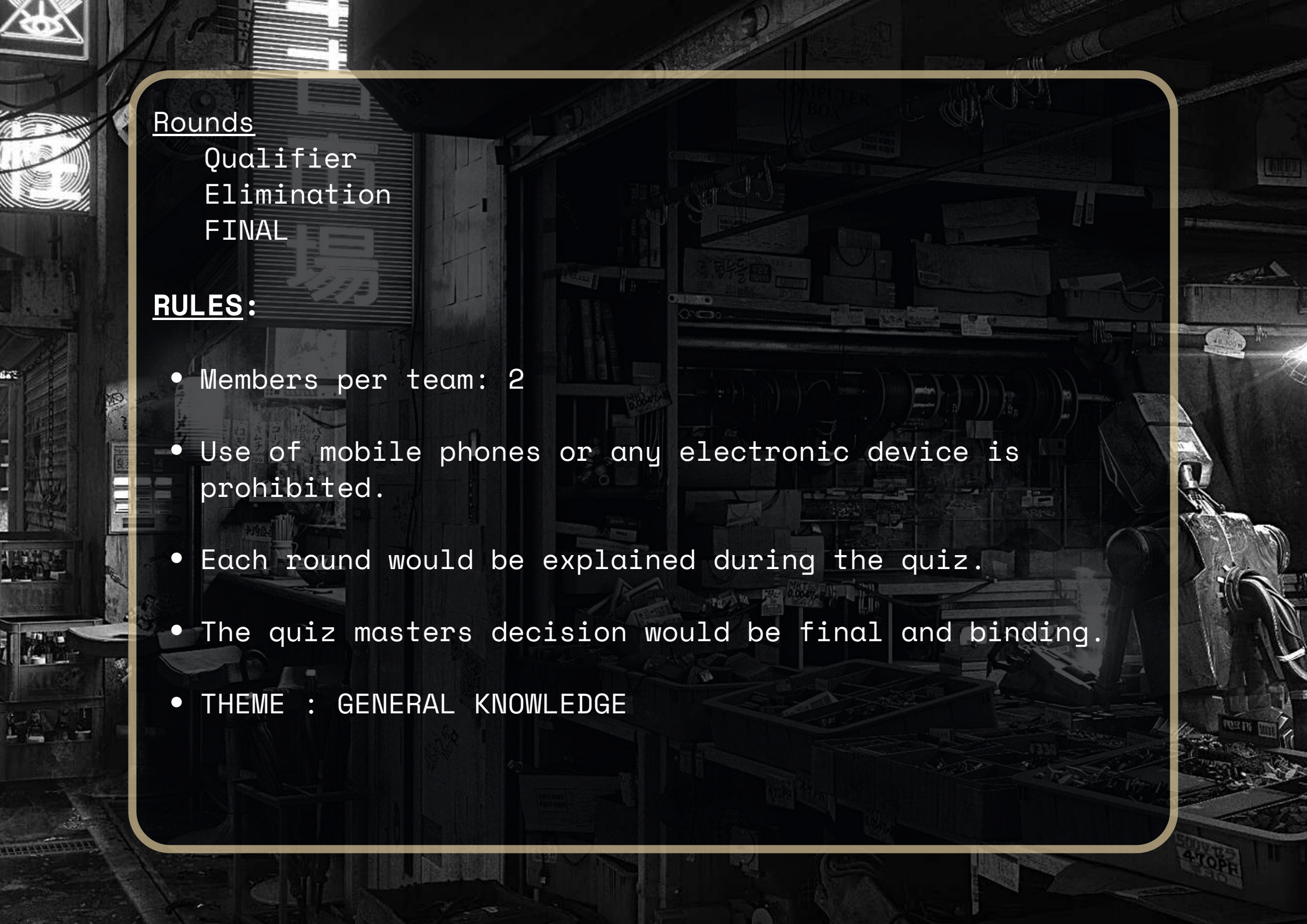
RS 3500

Coordinators

Shaunak Perni
8625946258

Minal Shirodkar
7391944024

8625946258



Rounds

Qualifier

Elimination

FINAL

RULES:

- Members per team: 2
- Use of mobile phones or any electronic device is prohibited.
- Each round would be explained during the quiz.
- The quiz masters decision would be final and binding.
- THEME : GENERAL KNOWLEDGE

EIZ-WIZ

BUSINESS PITCH

Is your Business Idea worth it for Akuto's Investors

Participants should present their business ideas or startups to a panel of judges, the presentation should consist of several slides that provide an overview of the business, its market opportunity, revenue model, and any other relevant information.

PRIZES WORTH

RS 4500

Coordinators

Ved Redkar
9130614140

Dhruv Patil
9011427354

RULES:

- Members per team: 2
- The pitch must be original.
- Participants can submit a ppt/pdf and/or video file of their pitch presentation.
- The participants should adhere to a time limit of 10mins(8 mins presentation + 2 mins questions) and should not exceed the time limit.

JUDGING CRITERIA:

- Market opportunity.
- Problem statement and solution.
- Business model, strategy, and revenue.
- Competitive advantage and differentiation.
- Pitch delivery and effective use of visual aids.

CROSSFIRE

DEBATE

NN45 presents the biggest tech debate of night city.
See you there!

Get ready for an intense clash of ideas
centered around raging topics.
With strict time limits and rules in place,
each team will present their arguments and
counterarguments in a thought-provoking and
engaging format.

PRIZES WORTH

RS 2000

Coordinators

Sneharsh
9168581991

Om Prabhu
8805564919

RULES:

- Members per team: 2
- All participants must engage in the debate with respect and professionalism towards their opponent.
- participant must strictly adhere to the time limits for each round.
- Interruptions or speaking out of turn are strictly prohibited during the debate.

JUDGING CRITERIA:

- Judging will be based on the strength of arguments, evidence presented, and effectiveness of rebuttals.

INFOTALK5

EXPERT TALKS

Come and hear what's brewing in the world of tech from the people at the forefront of the storm.

Coordinators

Mayuresh
9167403608

Ranjana
7887329445

Manasi Athaley
8805132170



WORKSHOP

Step into the world of infinite possibilities,
where innovation reigns supreme and
imagination takes flight.
Welcome to the extraordinary realm of our
electrifying tech workshop!

Coordinators

Vignesh Haldankar
8796924987

Harshal Gosavi
9359192032

CONTACT US

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