

GENERAL RULES

1. Each individual can participate in a maximum of 2 events.
2. Participation in one technical event is compulsory.
3. There should be at least one student from each combination.
4. The events will proceed as per the schedule. Latecomers will not be entertained.

“CODING DESPITE THE LACK OF SIGHT”

index.html>Home
home-events.html>Home Events
multi-col-menu.html>Multiple Column Menus on Large Screen
has-children"> Multiple Column Menus on Large Screen

 Tall Button Header
 Image Logo
 <li class="active">Tall Logo

Carousels
Variable Width Slider
Testimonial Slider
Featured Work Slider
Equal Column Slider
Video Slider
Mini Bootstrap Carousel

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RULES :

1. Each team should consist of two members that belong to the same group.
 2. Team members are expected to be present at the venue on time or may lead to disqualification.
 3. The participants will not be allowed to use mobile phones or copy from any other sources during the prelims or finals.
 4. Top 10 teams of prelims will qualify to the finals.

JUDGING CRITERIA:

1. Participants whose code gets executed will be given higher preference.
 2. The second preference will be given to code with the least number of errors.
 3. In case of a tie in the number of errors then the timing will be considered.

```
3 require File.expand_path('../config/environment', __FILE__)
4 # Prevent database truncation if the test fails
5 abort("The Rails environment is running in production mode")
6 require 'spec_helper'
7 require 'rspec/rails'
8
9 require 'capybara/rspec'
10 require 'capybara/rails'
11
12 Capybara.javascript_driver = :webkit
13 Category.delete_all; Category.create!
14 Shoulda::Matchers.configure do |config|
15   config.integrate do |with|
16     with.test_framework :rspec
17     with.library :rails
18   end
19 end
20
21 # Add additional requires below this line
22
23 # Requires supporting files within the same directory as this file if you
24 # want to avoid registration in your Rakefile. Otherwise, you can remove this
25 # line.
```

R
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“GOOGLE
IT! FAST!”



RULES :

1. Each team will have 3 members.
2. Teams in the prelims must have all the members from the same group.
3. Only 1 laptop should be used by each team.
4. Each question should be answered within 90 seconds.

JUDGING CRITERIA:

1. Number of questions answered.
2. Creativity in the answers.

Google it!

what is...

G
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CLUE

PARKER BROTHERS

CLASSIC

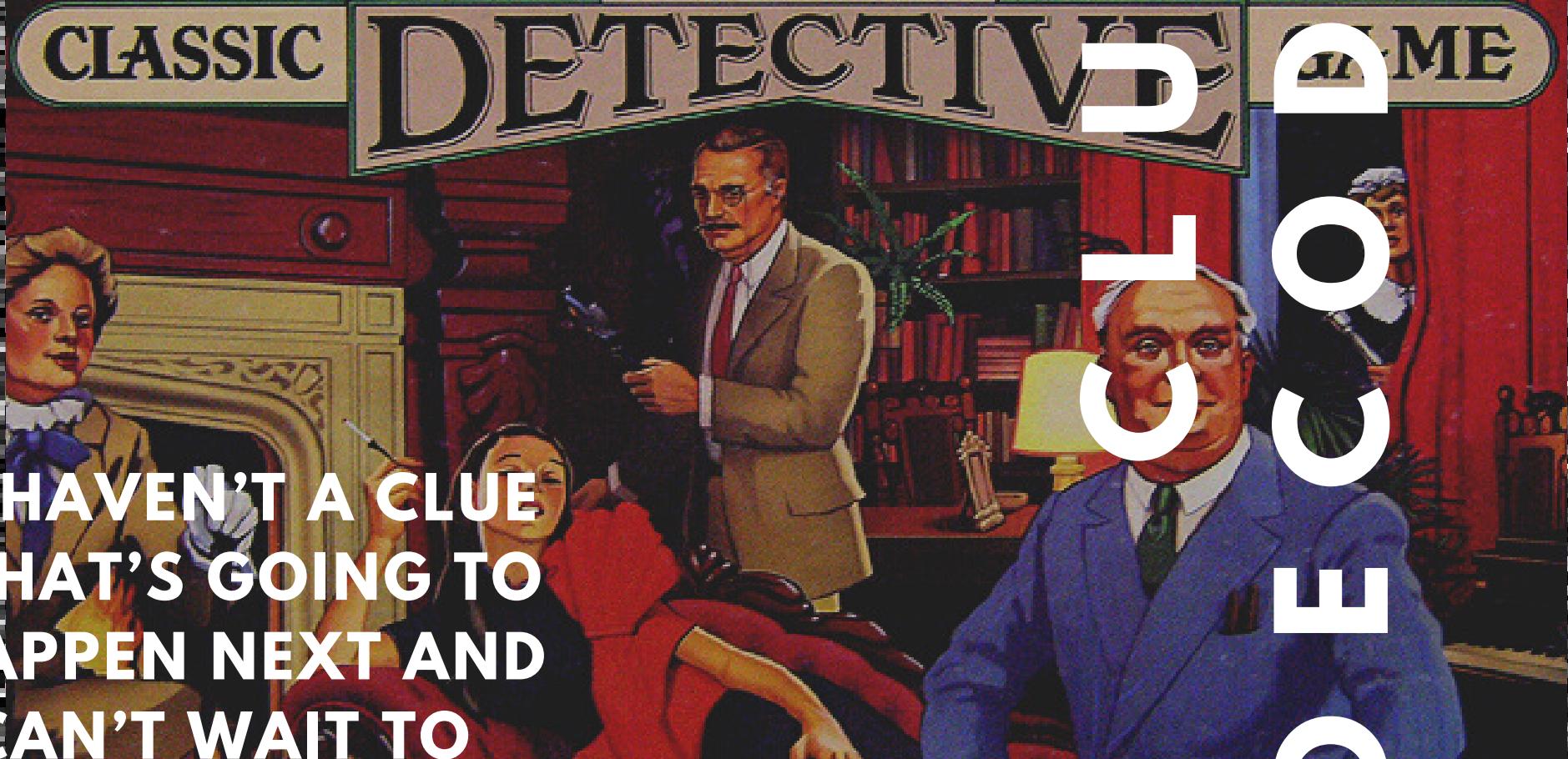
DETECTIVE

TIME

END

HOC
CUC
D

"I HAVEN'T A CLUE
WHAT'S GOING TO
HAPPEN NEXT AND
I CAN'T WAIT TO
FIND OUT."





RULES :

1. Individual participation.
2. The crossword should be completed within the given time limit.
3. Students are supposed to fill only in the white spaces provided.
4. Alphabets filled in Peach coloured boxes should be used for the clues for interpreting the message.
6. Usage of the internet is not allowed.

JUDGING CRITERIA:

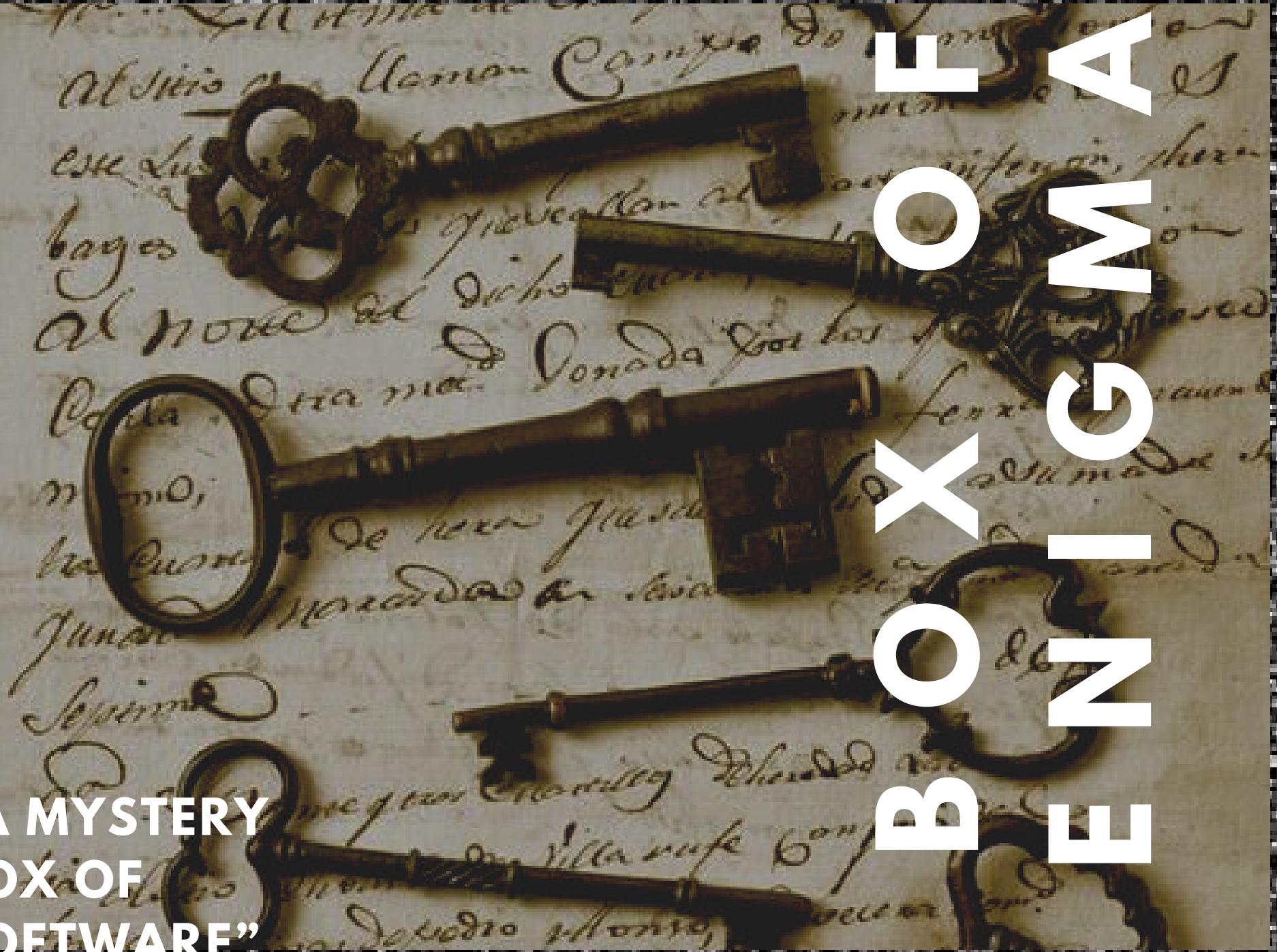
1. Number of clues decoded.
2. Speed of decoding.



KEY
BOX
ON

BIN

"A MYSTERY
BOX OF
SOFTWARE"





RULES :

1. Each team will consist of two participants and would be given a total of 1 hour, in which they are expected to explore the application/software for the first 20 minutes.
2. The next 40 minutes are to be used to complete a specific task which will be given on the spot using the software.
3. No requests for change of software/task will be entertained
4. No flash drives or other USB devices will be allowed.
5. Access to the internet will be only allowed through Student WiFi.
6. All submissions are to be made in the raw file of the software. If the software used is photoshop, the submission will only be accepted as a .psd file.

JUDGING CRITERIA:

1. Originality
2. Creativity
3. Relevance



W

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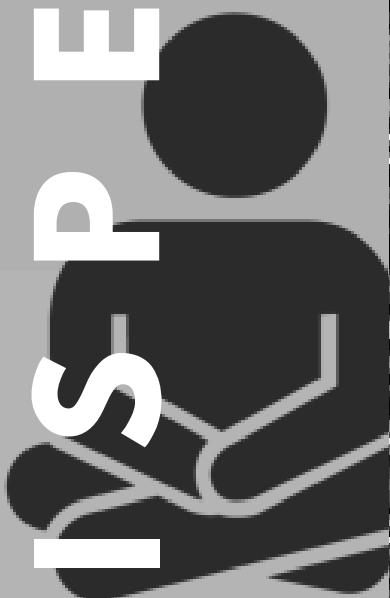
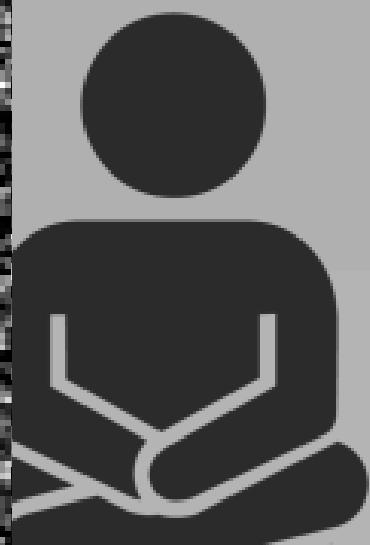
R

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O D E

C O



**“ONE WAY TO
VICTORY: SAY
CORRECTLY, HEAR
ACCURATELY,
DEBUG PROPERLY”**



RULES :

1. Each team should consist of 3 members
2. The whisperers cannot interact with the other team members.
3. The person typing the code is not allowed to talk.
4. The debugger will not be aware of the question.
5. Other team members are prohibited to convey the debugger the question.
6. Any programming language is allowed.

JUDGING CRITERIA:

1. Efficiency of the code
2. Time taken
3. Output – correctness of the output displayed



Let's Take a Quiz

"WHERE A
SMART ANSWER
WON'T GET YOU
FIRED!"



RULES :

1. No malpractice entertained.
2. Participants are requested to bring their laptops for the final round with their charger. No extra time will be given for their arrangements.
3. There are three rounds in the finals.
4. The First Round will consist of a general quizzing round based on Information Technology.
5. The Second Round will be a rapid-fire round with each team getting a mixed set of questions.
6. The Third Round is a surprise, so buckle up your seat belts.

JUDGING CRITERIA:

1. Each question carries one point
2. The team with the maximum points will be declared the winner.



T
S
W
B

T
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“BE THE TEAM
OF VALUE”



RULES :

1. Round 1(Prelims) Prototype Design/Product – Theme would be given 12 hours before the Techleons 2020 around which teams would be making their abstract which is needed to be submitted by morning on the day of Techleons. 12 teams would be shortlisted and their names would be announced after the inauguration of Techleons.
2. No PowerPoint presentations are allowed.
3. Round 1(Finals) – Technicality of their project/prototype would be judged by the computer science faculty and teams would be asked questions about the same.
4. Round 2(Finals) – The teams will be given three minutes to present themselves and their project to the judges.

JUDGING CRITERIA:

1. Creativity
2. Communication
3. Spontaneity
4. Stress Handling
5. General Presentation



AIR
CRASH



**“HUMOUR AND
WIT GETS THE
WIN.”**



JUDGING CRITERIA:

1. Fluency in speaking
2. Convincing skills
3. Background knowledge on the topic given
4. Body language
5. Overall presentation
6. Humour and Wit

RULES :

1. In the first round, each participant is supposed to speak for 2-3(+2) minutes on the given topic. The best to convince the judges will be selected for the next round.
2. If a participant is not aware of the topic given to him/her, they are allowed only one chance to switch the topic but has to accept a loss of 3 points in background knowledge.
3. In the second round, the participants will be split into pairs. Each person is pit against their partner.
4. No personal issues should come in-between which will result in disqualification.



W

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“IT'S NOT
ABOUT THE
TREASURE, IT'S
ABOUT THE
HUNT”





JUDGING CRITERIA:

1. The precision of the required answer
2. Agility in solving the puzzle.
3. Creativity



RULES :

1. Each team will have 3 members. (Prelims)
2. Participants are not allowed to use the internet for any kind of help.
3. The qualifying teams from the prelims will be reshuffled.



S

D U M B

C H A R A D E S



**“ARRANGE
AND ACT IT
OUT”**



JUDGING CRITERIA:

The fastest groups will lead the race.

RULES :

1. One person from the team will arrange the puzzle in 2 mins and act it out in 1 min.
2. The character's name cannot be spelt while acting if done the team will be directly disqualified.
3. The fastest teams to complete the task in the allotted time will be selected for finals.



P H O T O G R A P H Y

**“BRING OUT
YOUR CAMERA,
CAPTURE A
STORY”**





JUDGING CRITERIA:

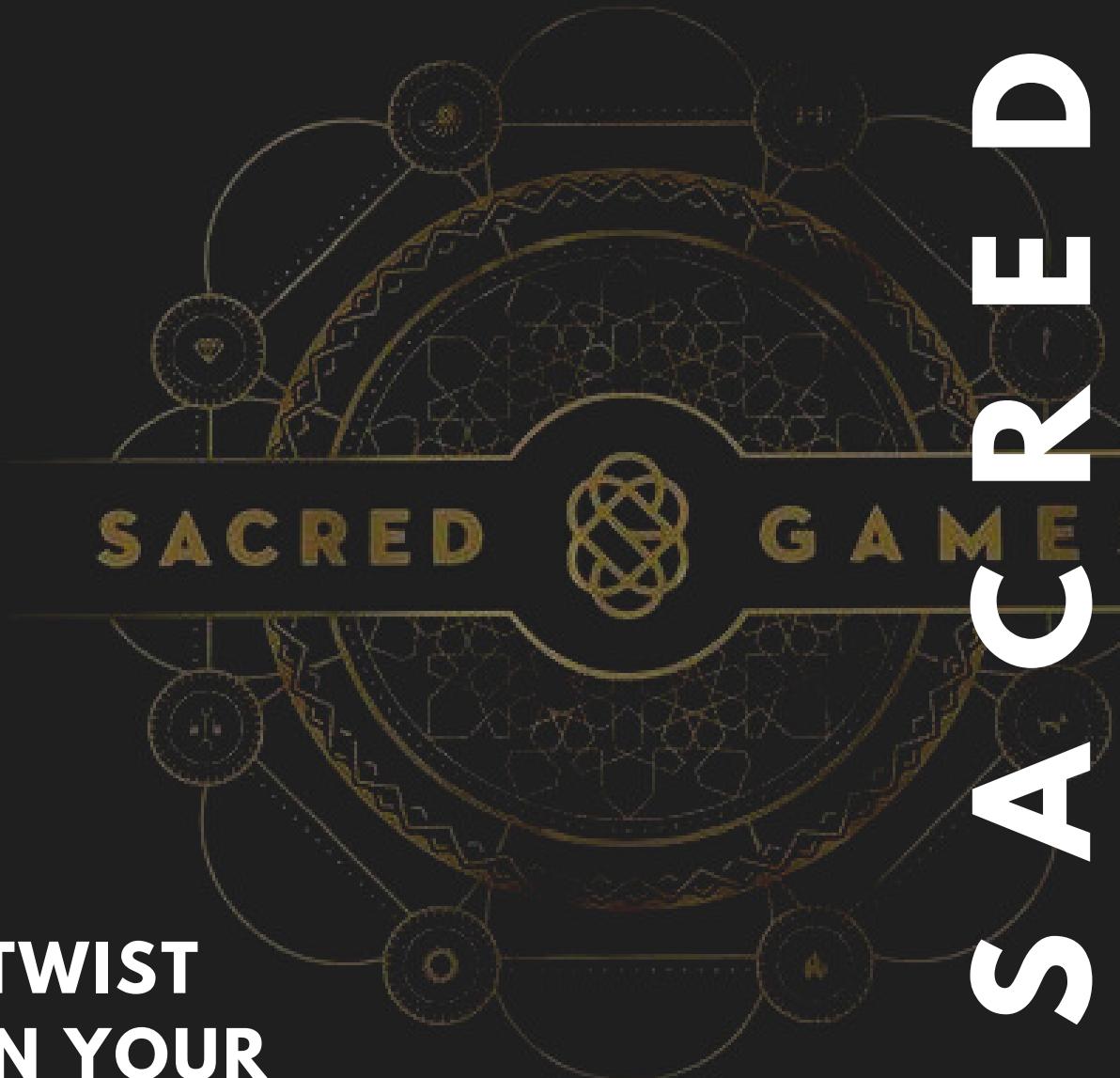
1. Aesthetic sense
2. Relativity to the topic
3. Creativity
4. Abstract Description of the topic

RULES :

1. The topic will be given for the preliminary round.
2. Based on the work of the participants, 10 will advance to the finals.
3. Finals will consist of another topic for which the participants will have to capture it creatively.
4. The participants can also create an aesthetic feel to their photos using Lightroom or VSCO or any other colour grading software as per their convenience.
5. All colour palettes used for editing should be original, and no presets are entertained.
6. We will consider RAW and edited photos together to give a fair chance for those who are not well versed with editing techniques.



SACRED GAMES



**“THINK, TWIST
AND TURN YOUR
BRAIN”**



JUDGING CRITERIA:

RULES :

1. No usage of mobile phones.
2. No extra time would be given
3. Any attempt to cheat would result in disqualification of the team.
4. All games being played will be considered for the result.
5. 20 minutes would be given for overall solving (1 min for each question).

1. The correctness of the answer
2. Points- the teams with the most points win



A MINUTE TO WIN
IT! EVERY SECOND
COUNTS...”

T O
T E
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W I





27

JUDGING CRITERIA:

The fastest groups will lead the race.

RULES :

1. The prelims will consist of three questions which the teams have to answer in one minute.
2. The top 15 teams will qualify for the finals.
3. The finals will consist of three rounds.
4. The first round is Password, the second round is Pitch Please and the final round is Guess What!.



48

BATTLETOWER



“C’MON AND
BATTLE IT
OUT”

Rules

1. The consoles and the controllers will be provided at the venue.
2. The players will be selected based on first-come-first-serve basis.
3. Participants must report to the venue 15 minutes before the event to help the organizers design the schedule of the event.
4. The event will follow the structure of a 16 player KNOCKOUT TOURNAMENT.
5. Trash talking will result in disqualification of the player.



NFS

Rules

1. Participants will be provided with the PC's along with the peripherals at the venue.
2. The teams will be announced at the venue after sorting according to your groups and classes.
3. Any form of hacks will result in disqualification of the team.
4. Participants must report to the venue 15 minutes before the event to get to know their team members.
5. The players will be selected based on first-come-first-serve basis.

"ARE YOU READY TO PLAY, FIGHT,
DESTROY AND CONQUER THE ARCADE?"

FOR FURTHER QUERIES CONTACT

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