i.App:
i.App is a competition not only for android developers but also for those who possess a good idea which can be implemented through an application. This competition consists of two categories:
1) Prototype App: Submit your idea as a prototype
2) Complete App: Submit a new bug-free, working android application

Both the categories have 3 phases: registration, idea/app submission, presentation.

RULES:
1) You are not allowed to bring an app already existing on play store or implement a code from github.
2) You have to start making it from scratch.

So for all the "App-Geeks" out there, here's an exciting opportunity to win prizes worth 4k.

Date: 15-10-16 (Phase 1)
Time: 10 a.m. to 12 p.m.
Venue: LT

Contact Details:
Nishtha-9428240366
Nikita-7405277226

i.Rubble
"MAKING SENSE OUT OF THINGS WHICH HAVE ABSOLUTELY NO SENSE"

Unleash the creativity of your brain, dirty your hands in the pursuit of treasure from garbage!!! If you think you are creative enough to contrive something out of things that are not usable anymore, you are at the right

place. An on-the-spot event that tests your innovative skills and thirst for creation. It's hard to make science more entertaining than this! So guys, gear up as this i-Fest pours in with a new and more thrilling challenge to make your adrenalin rush in your nerves.

Structure:
- Open to 25 teams on first come first basis.
- Each team can have maximum of 5 members.
- Each team will be given all the required materials and they will have to make useful product according to given topic.
- Your product will be judged on the basis of design, creativity and topic relevance.
- The rules can be changed by the coordinators at any time without any prior notice.

Date: 16-10-16
Time: 4 p.m to 6.30 p.m
Venue: Outside LT

Contact Details:
Deep Gamit: +91 90990 90873
Priyam Suthar: +91 85112 05662

Treasure Hunt
Treasure Hunt is one of the non-technical and fun-filled events of i.Fest. Who doesn't enjoy being a detective for once and solve clues? Infact , you detectives are gonna receive prizes along the way too!!
So here's your chance to engage into one of the most happening events of i.Fest. You get to roam around the beautiful campus, make new friends , and simply enjoy , forgetting the technical stuff for sometime!! In addition to that, this time we have got for you an exciting theme.

So gear up with your detective backpacks and a puzzle-solving brain!!
Hope to see you there!!! :)

Date: 15-10-16
Time: 4.30 p.m to 6.30 p.m
Venue: Start from cafe

Contact Details:
Aashini: 9601993658
Shubham: 9558393899

i.Biz

Date: 16 October, 2016.

Time: 3pm- 6pm

Venue: LT

Event Duration: 3 hours

Do you have any business idea? It's your chance to make it to the next stage! i.Biz is an event to promote Entrepreneurship, especially to encourage young Entrepreneur minds. So Frame your idea into a proper business plan and register here, who knows next Facebook or Flipkart is just one step away..!!

The competition is divided into two phases:

Phase 1:Registration

Teams have to submit their business idea along with small presentation with proper description and contact of each team member to "ibiz.ifest16@gmail.com"

Deadline: 14th October, 2016.

Phase 2:Main Event

Shortlisted teams have to give a detailed presentation of their business plan in front of judges. Each team will have 12 minutes to present their plan and there will be 3 minute Question-Answer session for each team by judges.

Registration Deadline - 16th October(12:00:01 AM)

Contact Details:

1. Khushil Mistry-9558051581
2. Saumya Doshi- 7574852042

i.Ride

Date: 16th October, 2016

Time: 3:00pm to 7:00pm

Event Duration: 4 Hours

It is a slow cycle riding competition where the one who comes last, wins. Only, there's a slight twist adding tons of fun to it! Adding a technical touch, the contestants will have to solve an extremely trivial puzzle while riding the bicycle itself.

Contact Details :

Neelanshi Varia(9913304142)

Nidhi Davawala(9825170779)

Blind C

Date: 16th October, 2016

Time: 12:00 pm

Venue: Lab Building

Event Duration: 3 hours

Wanna try something crazy and fun ?

We suggest coding with your eyes closed. Yes you heard us right !

Participate in Blind C. A simple coding contest where you code in basic C language while your monitor is switched off.

Two hours of nail biting excitement and brainstorming, where even newbies have a chance.

Best of all you could walk away with amazing prizes.

Rules:

- The competition consists of two rounds comprising of 1 question each.
- The first round will be comparatively simpler and no pen and paper will be given.
- Round 2 will be a tougher one to crack and hence pen and paper will be provided to all the contestants to solve the question.
- Increase in penalty with the increase in the number of wrong submissions and the number of times the screen is switched on to check the code.

Contact Details:

Divyanshu Shekhar : 8128496516

Sakshi Sharma   : 8511450249

i.Ganith

Date: 14th October, 2016(Phase 1)

Time: 7:00 to 9:00 hours

Venue: LT

Event Duration: 2+1 hours

For math geeks who love walking through numbers, this is an event where mathematical skills stand out. Come show us your mathematical instinct.

The event will consist of three rounds. First two rounds will be conducted on Day1 and the third round on next day. First and second round will be a pen-paper round followed by an auction quiz(questions will be related to maths only) as the third round.

Those who qualify the first round will succeed to the second round and those qualifying the second round will advance to the third(final) round.

Round 1 (60 mins) (Students can participate in pairs or as individual. Pairs can't be altered thereafter)

This round will consist of 20 MCQ type questions. Majority of the questions will be simple as in this round we are just trying to figure out the accuracy of the contestants.

Half of the total contestants will be selected for the second round.

Round 2 (60 mins)

This round will consist of 20 questions with varying difficulty level. The questions will be subjective as well as objective.

Only top 10 (teams + individual) will advance to the final round.

NOTE: Some of the questions in both the rounds will be asterisked. Contestants participating as individual will get double the score for these(asterisked) questions if answered correctly.

These questions will also be used as tie-breakers. This system will bring individual and pair on same level.

Round 3 (60 mins)

This is an auction quiz. A question will be displayed for 30 seconds, thereafter students have to raise a bid for the question. Team/individual with highest bidding gets chance to answer the question, if they are unable to answer, then team with second highest bidding gets chance to answer. If they are also unable to answer, then question is dropped.

Top**THREE** teams will get amazing prizes.

Contact Details:

Darsh Vajaria : 7228899400

Smit Patel   : 9512679129

i.Clash
Date: 15 - 16 October
Time: 9 am Onwards
Venue: Lab Building

Do you get an adrenaline rush while playing games? Then this event is what you've been waiting for! Bringing you the gaming experience of Mini Militia for the first time in i.Fest.
DOTA:
The very best players will be gutted against each other in this game which demands perfect team management and planning. This game will surely test your strategies to no end.

FIFA 14:
If you think you are the one who can control every player and compete against the best in the game, then this is where you ought to be.

Counter Strike:
Delve into the world of terrorists, CT's, where your ears pound with the sound of gunshots and bombs. It's not a game, this one's a war!! Go! Go! Go!

NFS Most Wanted:
The street is your kingdom. Your friends are your allies. You are on the wanted list of the State police department. Race through the city at break-neck speed, dodging cops, clearing milestones to be the ultimate NFS pro.

Mini Milita:
Experience intense multiplayer combat using local wi-fi. Lock and load cadet!

Rules:
1) Only college students can participate in this event. Each team member must present their student ID card at the time of registration.

2) One player will be allowed to play from only one team.

3) If all the members of a team are not present at the time of their match then that team will be disqualified.

4) Teams can bring one extra player for substitution, but substitution can only be made before the game starts. During the game, player substitution and exchange of seats will not be allowed.

5) If a team is knocked out in hostel rounds then they can re-register for lab rounds but only those teams who were part of the hostel rounds will be allowed to re-register.

6) Pause/Resume Abuse: Pausing without any valid reason is disallowed. Resuming the game without the other team confirming that they are ready is not allowed either. If someone pauses the game without a valid reason, they will receive a warning.

7) In-case any player is disconnected, the game will be paused until that player reconnects.

8) In Dota, in case of server crash, new match will start with the same draft.

9) Any form of cheating or exploitation of bugs is not allowed. The team using any cheats/bugs will be disqualified immediately.

10) In case of any discrepancies the decision of the coordinators will be final and binding.

Contact Details:

Ishan Changela(8460238396)

Akash Gajjar(9712581901)

i.Intelligence

Date: 14th October

Time: 9pm

Venue: Outside Cafeteria

Event Duration: 2hrs

Event is based on world famous artificial intelligence contest **Robocode**.

It is a programming based game where the goal is to code a robot battle tank to

compete against other robots in a battle arena. The player is the programmer of
the robot, who will have no direct influence on the game. Instead, the player
must write the AI code of the robot feeding code into it regarding how to behave and react on events occurring in the battle arena. Battle will be simulated in the computer using the special simulation software. All the platform and APIs are available for Java only. All the registered participants will be given the APIs and framework along with the instructions on how to get
started, on which they have to work and code the strategy. This framework mainly contains the code for the graphics part of the tank and design of the arena. Thus, participant can check whether the intended feature is correctly implemented. So, start programming the ultimate bot today!

Here is the glimpse of it –

https://www.youtube.com/watch?v=0qtoh_PjhcU

Rules :-

1. This is an individual contest.
2. All the submission must be done in the form of jar file of the
   tanks along with their source code.
3. There will be a total of 2 rounds.
4. In the first round, 5 tanks will be randomly chosen in turn which
   will fight against each other and top 2 from each such round will advance to
   the next round.
5. Top 3 tanks in the final round will be considered as winners.
6. The ranks will be decided on the basis of standard scoring system
   of robocode.
7. All the platform and APIs are available for Java only.

Contact Details:
Pankaj Sirohi - 7698782655

Manan Kshatriya - 9825619435

i.Cube
Date: 14th October
Time: 8:30 pm
Venue: Cafeteria
Event Duration: 2hrs

- Event Structure I.Cube will be held in cafeteria and registration will be on spot.
- Participants will solve the cube under the supervision of coordinators or volunteers.
- In round 1, all the participants are required to solve the cube once.
- The ranks will be inversely proportional to time taken to solve the cube.
- After round 1, the top five participants will move on to the next round.
- For round 2, the participants will solve the cube 5 times. The average time of solving cubes excluding the best and the worst will be considered for the ranking.
- Participants who aren't qualified for round 2 can participate in a fun event in a pair of two. One of the team members will be blindfolded and will be asked to solve the cube without any inspection. However, the other member will guide him for solving the cube.
- The team with least time taken will win the game.

Penalties and DNF

- If a participant couldn't solve the cube, it will be considered DNF(Did not Finish) and that will be considered the worst. For 2 DNFs, participant will be disqualified for further rounds.

- After solving the cube completely, if any of the faces of the cube are aligned by more than 45° after the timer is stopped, that participant will get 2 second penalty.

Contact Details:
Skeny - 9409044527
Pradip - 8154849157

i.Crypt

Date: 16th October 2016
Time: 6:30 p.m. to 9:00 p.m.
Venue:LT

Description --

The path of light is laid, the sacred test,
Let angels guide thee on thy lofty quest.....
Sounding familiar?
If you're the person who loves breaking codes, this is the place to test your little grey cells.
Come here and get a chance to see if there is a little of Robert Langdon in you!

Rules --

- This will be an offline event for individual participation.
- The event will be 2:30 hours long.
- There will be two rounds, preliminary and final.
- The prelims will be approximately an hour long. Top 30 percentile will be selected for the final round.
- The final round will be 45 mins long and the top three winners will be announced.
- Between the two rounds, there will be an an impromptu round and the winners will be given goodies.
- Questions for both the rounds will be Objective type.
- Registrations will be online as well as on spot.

The decision of the coordinators shall be final in case of any discrepancies.

Contact Details:

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i.Maze

Date: 15th October, 2016
Time: 9pm Onwards
Venue: LT
Event Duration: 1:30 hour

Description and rules:

The questions would be based on logical reasoning and general aptitude e.g. teasing puzzles, crosswords, word twisters, etc.
Questions would be divided into two categories –simple and not so simple.

In case of any disputes, decision of I-Fest committee 2016 and co-ordinators will be final.

Contact Details:

Devanshi Bansal
  Contact No: 7574024121
Saloni Dalal
  Contact No: 8347773321

i.Database

Eliminations :
Date: 15th October, 2015
Time: 2:30pm Onwards
Venue: Lab Building
Event Duration: 2 hours

Finals :
Date: 16th October, 2015
Time: 8am Onwards
Venue: Lab Building
Event Duration: 2 hours

Description of event:

From Facebook to Zomato to your smart phones, databases are everywhere! Here's your chance to model real life situations and re-envision database design and win exciting prizes. From the nitty gritties of the trivialist relationships, to the largest tables, design your way through the given scenarios, show your design skill and the glory will be yours.

Rules :

- This is an individual contest.
- The event/competition comprises of two rounds: Elimination and Finals
- Eliminations Round will be a quiz round based on Database and Query questions.
- Finals will be a practical round where one has to design a Database according to the problem statement.
- In any case of discrepancy, the decision of the Judges and the co-ordinators stands final.

Contact Details :

Jinesh Shah   9429674258 / 8980779867
Ronak Vaghela   9687503045

i.Quiz

Date: 16th October, 2015
Time: 8:30am Onwards
Venue: LT
Event Duration: 3 hours

Description:

i.Quiz is back again to tickle those grey cell in your head. It will be delicacy to test your curiosity and how creatively you patch your facts with big O. The quiz will be consisting of all the topics in which sci-fi or technology could be thought of. All enthusiasts are welcome to flaunt their knowledge, put their Sherlock skills to test to work through questions and experience the feel on closely missing out on your guess. Prizes at stake worth 10k!

Rules :

Genre : Tech Quiz
Teams of 2
Written Prelims followed by 8 teams qualifying for finals (Number of teams subject to changes)
Cross college teams allowed.

Contact Details :

Chahak Mehta   Contact: 7567974620
Roshan Shah   Contact: 9998956768

i.Electro

Event Details

Phase 1

Date: 15th October,2016

Time: 2:30pm-4:30pm

Venue: LT

MCQ Based Questions::

This phase consist MCQ based Questions on different field like Digital Logic Design, Basic Electronic Circuit, Electro Static, Electro dynamics.

Phase 2

Date: 16th October,2016

Time: 8:00am-10:00am

Venue: Lab

The list of phase 1 cleared participant will be made. The team will be formed . Each team will contain one 1st year student. So they can learn with seniors.

Hardware Based::

Arduino, Sensors, wires, this kind of component will be given. Participants have to make something new using this and their work will be judged and winner team will be decided.

Rules And Regulations:

   (1) Unfair Leads to immediate disqualification.
   (2) In case of any disputes, decision of IEEE Student Branch DAIICT will be final.

i.Bot

Date: 15th October, 2015
Time: 8:00am Onwards
Venue: LT
Event Duration: 2.5 hours

Event description:

Does robotics excite you? Grab this opportunity to build your autonomous robot and tackle the challanges to kick start into the enthralling world of bots. Bolt your bots and gear them up strong for the ultimate robo challenge.

Round 1: RoboMotion
Gear up the Bots for a challenging drive consisting of uphill track, see-saw, obstacles and the final descend to reach the finish line in the least time.

Round 2: RoboSoccer
This will be the time when the Bots will be up against one another to show who's the best of 'em all.

1) RoboMotion :-

Teams have to build a manual bot which will be remote controlled. The bot has to go through the track from the top right corner to the bottom left corner in minimum possible time.

Arena:

1) The arena consists of random paths having some obstacles.

2) Width of path will be 300 mm.

3) Type of obstacles :- Some curves, slopes, zig-zag paths and even rough road,see-saw and ramps.

Gameplay:

1) The bot must start from the start zone and reach the end zone of the arena.The bot will be given maximum of 3 minutes to reach that point.

2) The bot has to complete the task in minimum possible time.

Bot Specifications :

1) The bot must fit into 250 mm x 250 mm x 250 mm.

2) The bot should have battery on the board to drive motors(not exceeding 500 rpm) which should not exceed 24 volts.

Game rules :

1) Only 1 bot will be allowed per team.

2) The bot has to be controlled only by one team member with the help of joystick controller, no other team member is allowed to touch the controller or enter the arena.

3) Even the team member controlling the bot will not be allowed to walk on track. So get appropriate length of wire accordingly.

4) The race begins only when organizers give the signal.

General rules :

1) Only one member of a team is allowed to handle a bot.

2) Any laptop or personal computers are not allowed near the arena.

3) Time measured by the organizers will be final.

4) The timer will not be set back to 0 or paused in any case.

5) The teams having the top 6 positions will proceed to the next round.

Judging :

1) The bot can skip an obstacle if it has failed to clear an obstacle twice and the team decides to do so. (20 points penalty will be applied).

2) 20 points would be awarded by reaching the endpoint without skipping any obstacle.

3) (300 - T) points for traversal.(T is time in seconds)

4) Final score will be sum of all the points mentioned above.

Team Specification :

1) A team may consist of maximum of 5 participants.

2) RoboSoccer:-

The teams may or may not use the same bot used in round 1.

Arena :

      1)   The field size will be 1000mm x 1000mm

Gameplay:

      1) There will be two bots competing with each other.

      2) The bot making the maximum number of goals in 5 minutes will win that round.

Game rules:

      1) The bot has to be controlled only by one team member with the help of joystick controller, no other team member is allowed to touch the controller or enter the arena.

      2) In case of jam up of bots for more than 30 secs, the bots will have to kick off again at the order of the organizers.

Judging:

      1) The bot should not cross the arena else penalty of 10 points will be awarded.

      2) There will be final matches between the bots who have won the previous rounds.

      3) Each goal made will be awarded 20 points.

Contact details :

Vidhi : 7069881181

Hiral : 8469585391

i.Relay

Phase 1

Date: 15th October,2016

Time: 6:30pm-8:30pm

Venue: Lab Building

Phase 2

Date: 16th October,2016

Time: 3:00pm - 4:30 pm

Venue: Lab Building

Event Details:

Three coders united in ONE! Yes, that's what it is. i.Relay is for those who can communicate with their code:-p.
First time ever a relay coding event being organised where every skills speed, aptitude, understanding, teamwork everything is going to be tested.

Rules and Regulation:

1. Contest is open for all the participants of i.Fest'16.
2. This is a team event. The teams with exactly three members can participate.
3. There will be separate contest for B.tech first year students where every team member belongs to first year only.
4. There will be a total two coding rounds on separate days with one additional aptitude round. There will be one coding and aptitude round on first day. And second coding round will be organised on next day.
5. There will be no shortlisting for any round. Every team has to give all the rounds in order to win the prizes.
6. There will be total 4 questions in increasing order of difficulty.
7. Each member is allowed to code only for 10 minutes in first coding round.
8. The time frame and difficulty level for the second round is depending on the success rate of first round. These will be announced after first day of event.
9. Only one question will be visible at a time. Other question will be visible only when the solution of current problem is accepted.
10. One can unlock the other question by penalty of 5 minutes.
11. Each program will be tested based on test cases provided by us. However output and input should be exactly as specified in the samples provided.
12. The aptitude round consist of 30 questions in 15 minutes.   teams are allowed to give this round as a unit.

Judging Criteria:

1. Different problems have different points based on their difficulty level.
2. Teams are ranked according to the most problems solved. Ties will be broken by the total time for each teams in ascending order of time.
3. The decision of the coordinators in declaring the results will be final. No queries in this regard will be entertained.

Contact details :

Divyesh Savaliya   8980857230
Parshwa Shah   8735925088