



TECHNOVANZA

Taking technology to society

AQUA BATTLEFRONT

INTRODUCTION:-

Wisdom consists of the anticipation of consequences. - Norman Cousins

A winner is not always decided by how efficiently or skillfully he approaches the designated task. Sometimes it is imperative to anticipate the opponent's move and opt for alternative routes to overpower your opponent.

VJTI's Technovanza brings to you a thrilling event, Aqua Battle-Front. The participants of this event are going to witness some tough oppositions, the manner in which they maneuver their aqua bots and a deviation from the boilerplate approach which will change the scenario of the game. So, fasten your seatbelts to witness a clash between these dynamic participants who are waiting to prove their worth.

GAMEPLAY:-

1. Duration of the game is 2 minutes.
2. The robots will have to place the 1 white, 1 blue and 2 green balls.
3. The game will start with the robot touching the white ball, starting from its initial position.
4. A single participant's arena comprises of 6 balls;
 - 2 green balls
 - 1 blue ball
 - 1 white ball
 - 1 red ball
 - 1 yellow ball
5. One holder can only hold on ball at a time.
6. Team which will place the 2 green, a blue and a white ball successfully in the holder, wins the game.
7. Point system :-
 - Green ball(G) =30 points
 - Blue ball (B) =20 points
 - White ball (W) =10 points
8. If at the end of 2 minutes the target isn't achieved, then points will be taken into consideration.

9. Two balls of the same color cannot be placed in front of each other in the mirror-imaged holder.
10. If both robots approach with the same colored+ ball in similar holders, the ball which touches the barrier first , gets the points.
11. If both balls reach the corresponding mirror-imaged holder at the same time, the both team will get half of the assigned points for the ball.
12. The balls cannot be kept hanging in the middle of the game. Once displaced, it has to be placed either in the holders or in the catchment area.
13. Only one ball can be placed in either of the catchment area at a time. At the end of the game, if any ball is found resting in the catchment area, the team will have 10 points deducted from their total score.
14. If a red ball is placed in front of a G/B/W ball, then that G/B/W ball will be placed back to its original position and the red ball will stay there. Till the red ball is in the holder a G/B/W ball can't be placed in front of it.
15. If the ball containing points is sent back to its initial position, the respective points will be deducted from their tally.
16. The yellow ball is used to neutralize the red ball, after which both these balls will be removed from the arena.
17. In case of a tie, the team which hasn't used the red ball, wins the game.

RULES:-

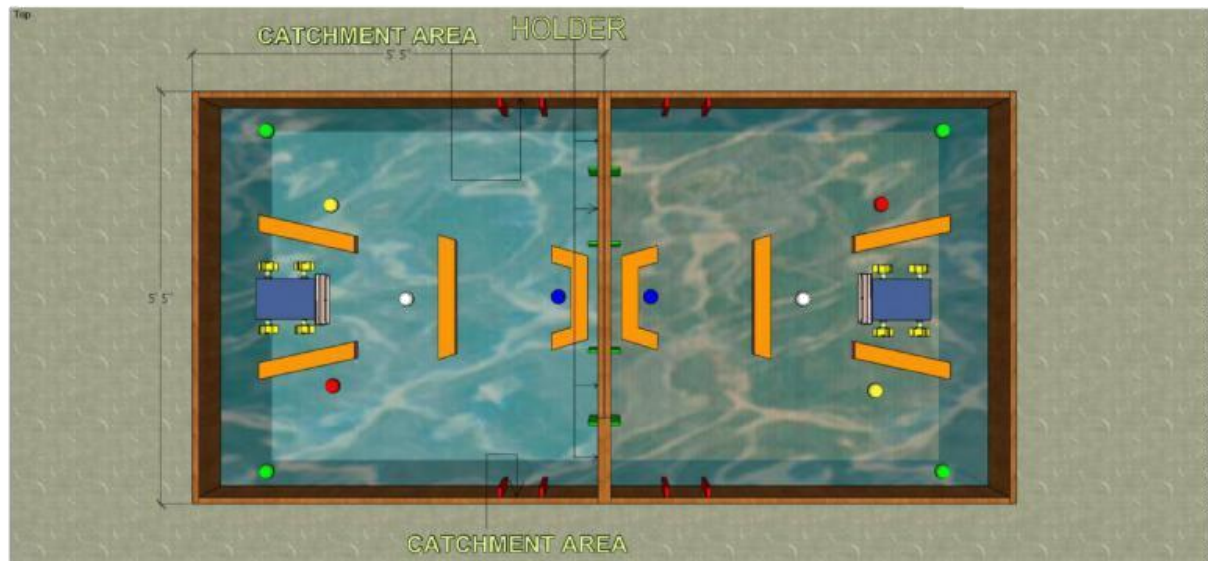
1. The event is time-based i.e. the robot completing the task first will be declared as winner.
2. All balls will be placed at initial position at start of the game.
3. The robot can neither transform in size nor divide in parts at the arena.
4. Two hand touch, 30 seconds each will be allotted in case of immobilization of robot for modification or repairing.
5. 12V maximum power supply is allowed. Change of battery during the game is prohibited.
6. All efforts must be made to protect battery terminals from a direct short and causing a battery fire, failure to do so will cause direct disqualification.
7. Use of damaged, non-leak proof batteries may lead to disqualification.
8. Special care should be taken to protect the on-board batteries. If judges found that the battery is not properly protected, then team will be disqualified immediately.
9. Robot should not damage any part of the arena. In case it does it will lead to immediate disqualification.

10. Participants are requested to have necessary protection for their circuits. Organizers are not responsible if your circuit is damaged.
11. In case of a draw, it will be resolved by the organizers only.
12. In all matters of ambiguity or dispute, the organizers' decision stands final and abiding.
13. You can have kicking mechanism in your aqua-bots but that should not get entangled with anything.
14. However, pulling or lifting mechanism in the aqua-bot is not allowed.

TEAM SPECIFICATIONS:-

1. A team can have a maximum of 4 members.
2. At the time of the game, only 2 members can be present near the arena, one controlling the robot and the other holding the wire.

ARENA:-



CERTIFICATION POLICY:-

1. All participants will be provided with Certificate of Participation.
2. The top 3 teams will be provided with Certificate of Excellence.
3. Disqualified teams will not be given Certificates.

SPECIFICATIONS:-

1. The robot can be wired or wireless.
2. Maximum dimension of robot 25cm X 25cm X 25cm.

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