TECHNOVANZA

Taking technology to society

MISSION SQL

Theme – Go Green!

Introduction

➢ The gameplay is purely made to enhance the database skills of participants

➢ All rules and regulations are fixed. No change in any rule will be made in any circumstances

➢ Fare means will be considered while gameplay

➢ No cheating and violation of law will be accepted. In such case, participation will be cancelled without any notice.

Description

➢ Participants will play the Role of Environment Protector for his/her forest.

➢ Each round will consist of N uo 10 mber of trees which the protector can protect from destroyers.

➢ Maximum Number of Trees protected by each Protector will decide whether he/she will move to next level or not

➢ Number of Trees protected at each level will be counted in next level to add advantage to the Protector

➢ At the End of third Level the Protector who protect Maximum Trees for his/her forest will win the Game and the Organizers will plant new Trees to the addition of Trees protected

➢ Each round will have a **Troubling Point** which will act as the Destroyer of forest to Trouble the Protector.

➢ Organizers are fully permitted to change any rule at any stage(Question) or level(Round).

Round 1: Collect Them All

- ➢ These Round will Consist of 15 questions(3 Sessions) to solve which will be of MCQ type.
- ➢ Round one will be individual round of 15 Minutes.
- ➢ Each session will have different no. of questions.
- ➢ Each right answer will save one tree to your forest.
- ➢ Each wrong answer will destroy one tree.
- ➢ No Trees will be protected for zero selections.

Troubling Point

- ➢ As you are Protectors you have a fear of Destroyer to arrive.
- ➢ There is only 15 min to protect all the 15 Trees.
- ➢ Each session will be expired after some time, time will be assign to system for each session.
- ➢ For ex, you get 3 min for 1st session then after answering it you will go to 2nd session for 5 min and then 3rd session for 7 min.
- ➢ If you are unable to answer the given session in given time. That session will slide away and next session will appear and the Protector are not allowed to go to the old session.

Round 2: Hunt the Query

- ➢ The round will be based on teams.
- ➢ Each team will hold even no. of participants depending on organizers
- ➢ But the Judgment will be made on individual level
- ➢ All teams will be divided into 2 sections
- ➢ Each section will be given 1 pictorial clue to solve
- ➢ All members of a section can come to act to detect the place.
- ➢ There will be pouch/bag/envelope at every place which contains blocks of words.
- ➢ All teams supposed to grab those pouch/bags/envelopes and come back to the organizers for next task of round.
- ➢ As teams reach to the organizers with pouch of words, organizers will give each team one sheet which contains two problem statements.
- ➢ Participants have to solve those problems using word blocks which was there in pouch by arranging them and forming a statement.
- ➢ The team of Protectors who solve it first will be applicable for next round(level) and protect 20 trees each and they will be added to their forest.

Troubling Point

- ➢ There will be fix time to detect any clue that may be 3 minutes a clue
- ➢ The team who detect the clue can press buzzer to answer
- ➢ If the clue is wrong and is not related to the picture /act in any manner number of trees will be destroy from each protector's forest (1 tree each)
- ➢ The team which find the clue after deduction of tree of another team will be awarded with the extra Trees (+2 each) these rule is also known as **Go Green Point**.

Round 3: Do or Die

- Final Contested will be given 3 commands to solve may be error detection or complete implementation
- The commands where encoded within some cheats which will be chosen by one competent and he/she will decide who will solve them i.e. other competent
- If the competent solved the commands he/she will get +15 Trees protected for each command
- If he will not then the competent who had given it will require to solve it If he can +15Trees and the one who can't will get -5 Trees
- If both cannot solve them 10 Trees will destroyed from both forest.
- Each competent will get only 3 chances to give clue to another competent and get a clue from one competent.
- No multiple selections are allowed.

Troubling Point

- ➤ The time given to solve a command to competent will be fix by the organizer at venue itself. In that given time he/she has to solve the clue and write/type the command.
- ➤ If the competent is not able to solve that clue then the competent who had given clue can solve it but time will be half the time given earlier
- ➤ If both of them are not able to solve then one who can solve it can ask to solve
- ➤ If he can solve successfully he will awarded +30 Trees else for his overconfidence 30 Trees will be deducted.

Finally, all Trees on forest of 3 levels(rounds) will be counted for each Protector. The Protector having maximum trees on forest will Win The Game.

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