



FLASHBACK!





Bot Specifications:

1. Maximum 30 x 30 x 30 cm dimension
2. Motor Restriction of 500 RPM
3. No additional attachments permitted
4. Weight Limit of 5kg (inclusive of battery weight)
5. No IC Engines allowed
6. Maximum of one 12V Battery, maximum 7.2 Ah (Standard bike battery)
7. Bot operation can be wireless or wired

Any bot not adhering to these specifications shall be disqualified immediately.

Problem Statement:

Tired from the fast moving life of the present, Hercules thinks of how it would be living the life with the current technology but in ancient times. Live the "Flashhback!" with Hercules and help him come back to its present world in his bot.

ROUND 1

Hercules is going to test his newly made time machine, but accidentally due to some fault he reaches the past. To get back to the future he needs his research papers. Help him find his papers.

ROUND 2

In this round Hercules searches for his research papers which were misplaced due to crash landing. He tries to move certain obstacles from his path and finally makes it to his research papers.



ROUND 3

The third round makes Hercules pass through different tests to rebuild his time machine to go back to the future. He has been challenged by questions which will help him rebuild his machine.

ROUND 4

The fourth round comprises of obstacle round in which Hercules is challenged to find the missing equipment which he achieves after crossing many road blocks.

ROUND 5

The fifth and the final round is where Hercules finally settles in his time machine. Now Hercules has to face the last and the final challenge of crossing the maze to get back to future.

Problem Statement with Judging Criterion.

ROUND 1

The bot has to pass through an off road track which will delay his completion time. This is a bonus round which will take place only on day 1 whose points will be given to the participants in ROUND 2.

However a participant can take part in this event from ROUND 2 but choosing so he/she will not be awarded bonus points of ROUND 1. Handling in any case leads to a time penalty of 5 seconds.

ROUND 2

The bot has to complete this round by clearing all the obstacles kept in the track by passing them through their dedicated goal/target. Elimination will be done on time basis. Handling or skipping an obstacle leads to a time penalty of 5 seconds and 10 seconds respectively.



ROUND 3

In this round the bot has to pass to the circuit by pressing each buzzer kept on ground. As soon as the buzzer is pressed, the participant is asked a question whose result will be announced at the end of each race. Correct answer would award him with -5 seconds whereas a wrong answer would lead him to addition of +5 seconds. Skipping any question would not cause any increase or decrease of the total time taken but pressing of each buzzer is compulsory.

ROUND 4

In this round the bot has to pass through certain obstacle kept on his track which are both stationary and moving. Skipping of any obstacle leads to a time penalty of 10 seconds.

ROUND 5

In the final round the bot has to pass through a maze which will decide the winner. In this round at least two participants are required with each bot. The fastest bot to complete this round will be decided as the winner. Skipping any segment of the rounds leads to DISQUALIFICATION from the event.

General -

- The elimination of participants will be done after each round on the basis of time taken.
- Stepping into the track IS NOT ALLOWED
- Handling the bot in any case LEADS TO PENALTY OF +5 SECONDS.