



Bansilal Ramnath Agarwal Charitable Trust's
VISHWAKARMA INSTITUTE OF TECHNOLOGY, PUNE - 411037
(An Autonomous Institute affiliated to University of Pune)



VISHWAKARANDAK'26

Rulebook (Technical)

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VISHWAKARANDAK'26



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COORDINATOR DETAILS

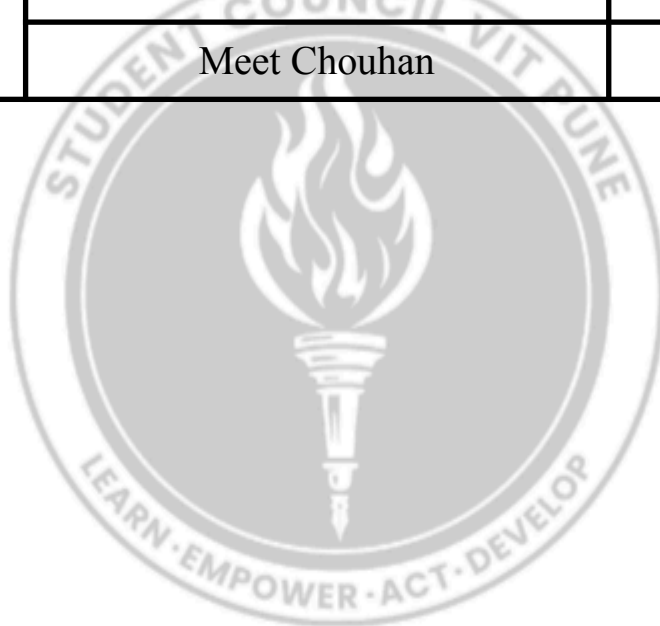
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	Event Name	Event Code	Entry Fee
INNOVATION	RC Rampage	Tech 01	Rs. 60/-
	Haunted Room	Tech 02	Rs. 50/-
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	AnamolyX	Tech 04	Rs. 50/-
	Motor Boat Racing	Tech 05	Rs. 60/-
CYBERNETICS	Code Titans	Tech 06	Rs. 70/-
	Wiki Jump	Tech 07	Rs. 70/-
	Hackathon	Tech 08	Rs. 180/-
VISHWATRONICS	Gun Range Shooting	Tech 09	Rs.80/-
	Domino Effect (MurderMystery)	Tech 10	Rs. 120/-
	VectorX (MathHack)	Tech 11	Rs 60/-
NEXUS	Escape Room	Tech 12	Rs. 120/-
	Robo Soccer	Tech 13	Rs 50/-
TECHNICAL	Tech Pass	Tech 14	Rs. 200/-
	Ultimate Pass	Tech 15	Rs. 250/-

NOTE:

- **TechPass will ensure an individual entry in all Technical events except hackathon, but for all TEAM events (more than 1 participants), all members of the team should have the Technical Event Pass.**
- **Ultimate Pass will ensure an individual entry in all technical events including Hackathon. All members of the team should have the Ultimate Pass for entry in all Technical events including hackathon.**
- **All members of the group must be from the same department. (only for group events)**
- **The events may be subject to minor changes; however, the overall concept will remain unchanged.**





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Innovation

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Tech 01: RC Rampage Racing

Description: RC Rampage Racing is an exhilarating individual competition that challenges participants to showcase their driving skills by navigating an RC drift car through a custom-designed track. The event emphasizes speed, precision, and control, requiring participants to handle sharp turns and obstacles with finesse. Focused on testing RC car handling skills, this event delivers a thrilling experience that promotes competitive spirit, quick decision-making, and sportsmanship — all while ensuring fair play.

Participants aim to complete the track in the shortest time possible while avoiding penalties for mistakes.

Entry Fee: Rs. 60/-

Number of Participant(s):

1 RULES:

- Total time will be calculated by combining the actual time taken and any penalties earned.
- There will be a **maximum running time (excluding penalties)** of **2 minutes and 30 seconds**, which participants cannot exceed.
- A **penalty of 30 seconds** will be imposed if the car rolls over or goes off-track.
- Participants must operate their cars within the rules and maintain good conduct. Any **misconduct or equipment tampering** will lead to **disqualification**.



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- The participant with the **least total time** (including penalties) will be declared the **winner**. In case of a tie, a **tie-breaker round** will be conducted.
- All participants must follow **safety guidelines** provided at the start of the event.
- Only **authorized personnel** are allowed on the track during the competition. **Spectators** must stay within designated viewing areas.

JUDGING CRITERIA

- **Total Time:** The winner will be determined based on the lowest total time, calculated by adding the actual completion time and any penalties incurred.
- **Driving Control:** Participants will be judged on smooth handling, stability, and precision while navigating turns and obstacles.
- **Track Discipline:** Going off-track or rolling over the car will lead to penalties, and repeated violations may result in disqualification.
- **Fair Play:** Any form of misconduct, reckless driving, or equipment tampering will lead to immediate disqualification.
- **Final Decision:** The judges' and event coordinators' decisions will be final and binding in all matters related to scoring, penalties, and disqualification.



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Tech 02: Haunted Room

Description: Haunted Room is a thrilling and spine-chilling competition where participants must navigate through a dark, eerie room filled with haunting lights and laser beams. The challenge is to move from the start to the finish without breaking any of the laser beams that guard the haunted path. The mysterious atmosphere, combined with flickering lights and spooky sounds, creates a tense and immersive experience. This event tests your agility, precision, and focus under pressure. The participant who completes the course in the shortest time without triggering any lasers will be crowned the winner.

Entry Fee: Rs. 50/-

Number of Participant(s): 1

RULES:

Maze Setup:

- The Haunted Room will be constructed in a dark, enclosed space to enhance the eerie and immersive atmosphere.
- Laser beams will crisscross at various heights, angles, and positions, creating a challenging web of light for participants to pass through.
- The layout of the maze will remain secret until a participant enters, ensuring fairness for all.
- Safety measures will be implemented to ensure participants can navigate comfortably without risk, with clear pathways and supervision throughout the event.



Navigation Rules:

- The laser beams act as haunted barriers that participants must avoid while making their way through the maze.
- Participants must move with extreme precision and patience to reach the exit without breaking any laser beams.
- Touching or breaking a beam with any body part, clothing, or accessory will result in a penalty.
- Participants are advised to wear fitted clothing to minimize accidental contact with the beams.

Penalties:

- A 5-second penalty will be added for each laser beam broken.
- Penalties are cumulative and will be added to the participant's total time.
- Multiple penalties can significantly affect final rankings — participants should proceed cautiously.
- A referee will monitor the maze in real time and record penalties.
- In case of disputes, the referee's decision will be final.

Timing and Scoring:

- Timing starts when a participant enters the haunted maze and stops upon a successful exit.
- The **final score** will be calculated as:
Adjusted Time = Initial Completion Time + Total Penalty Time
- The participant with the shortest adjusted time wins.



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- In case of a tie, the winner will be determined by fewer penalties, and if still tied, the referee's decision will be final.

Participant Guidelines:

- Participants must follow designated paths and avoid damaging or tampering with the laser equipment.
- Any attempt to intentionally break beams, bypass the maze, or cheat will result in immediate disqualification.

Additional Rules and Updates:

- Any updates or modifications will be shared only with registered participants before the event.
- Event coordinators reserve the right to adjust rules or setup for safety and fairness.

Note : All the events results will be taken and decided by the Technical secretaries



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Tech Gridon

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Tech 03: Buzz Wire

Description: Welcome to the Buzz Wire Challenge, an electrifying event designed to test your precision and control! Participants will navigate a maze using a specially designed ElectroLoop, aiming to complete the course while avoiding any contact between the loop and the path. The challenge is to complete the course without triggering the buzzer. This event promises a thrilling experience that combines skill, focus, and a dash of technology.

Entry Fee: ₹50/-

Participant(s): 1

RULES:

Equipment: Each participant will be provided with a conductive ElectroLoop for the challenge.

Objective:

- Navigate the ElectroLoop through the maze/labyrinth without touching the path.
- Avoid triggering the buzzer, which rings upon any contact between the ElectroLoop and the path.

Scoring and Tracking:

- The time taken and the number of touches will be recorded for each participant.



Time Limit:

- Participants must complete the maze within 3 minutes, failing which the game will end.

Safety and Conduct:

- Ensure safe handling of the ElectroLoop and maze.
- Follow all instructions provided by the event organizers.
- Any misconduct or unsafe behaviour will lead to immediate disqualification.
- No electric shocks will be involved.

Gameplay Rules

- Each touch is indicated by a buzzer sound and recorded by the organizers and the penalty of 3 seconds will be added to your timer.

Completion Criteria:

- Successfully navigate the maze without exceeding the time limit or touch limit.
- Participants unable to complete within the stipulated time will have their attempt concluded.

Fair Play:

- The ElectroLoop must not be altered in any way.
- Participants must remain within the designated play area during their turn.

The event organizers have the final say in disputes, rule enforcement, and game outcomes.



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Judging Criteria

Participants will be judged based on the following:

1. Time Taken: The duration required to complete the maze.
2. Number of Touches: The total number of times the buzzer is triggered and a penalty of 3 seconds will be added to the main timer.
3. Tie-Breaker: In case of a tie (same time and touches), a second attempt will be provided to the tied participants.

Disqualification Criteria

A participant will be disqualified in the following situations:

- Failing to complete the maze within the stipulated time.
- Altering the ElectroLoop or maze setup.
- Misconduct, unsafe behaviour, or failure to follow organizer instructions.



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Tech 04:AnamolyX

Description: Blind Coding is a programming challenge that tests logical thinking and coding accuracy without visual feedback. Participants will receive a short programming problem and write their solution while the computer screen remains switched off or completely concealed. The challenge rewards correct logic and working output, with limited allowance for minor typing or syntax mistakes.

Event Details -

Participant(s): 1

Entry Fee: ₹60/-

RULES

Equipment:

- Each participant will be provided with a computer and a prepared coding environment with automatic saving enabled.
- Autocomplete, automatic code correction, code suggestions, and AI assistance will be disabled.
- Participants must select a programming language from the organizers' approved list before the attempt.



Objective:

- Develop a logically correct solution to the given problem and produce the required output.
- Write the solution without viewing the code, compiling it, or testing it during the attempt.
- Aim for accurate code; only limited minor corrections will be permitted during judging

Event Format and Time Limit:

- The event will consist of one round featuring a basic programming problem suitable for four minutes of coding.
- Participants will receive **1 minute to read and understand the problem**. Typing is not permitted during this time.
- This will be followed by **4 minutes of coding** with the screen concealed.
- A printed problem statement will remain available throughout the attempt.
- Participants competing in the same batch will receive the same problem. Separate batches will receive problems of comparable difficulty and use the same scoring method.
- Equipment checks and language selection will take place before the timed attempt. Judging will take place afterward.

Gameplay Rules

- The source file must be empty at the start of the attempt.
- Participants may use the keyboard to write and edit their code.
- The screen must remain concealed throughout the coding period.
- Compiling, running, or testing the code during the attempt is prohibited.
- Participants may submit early by informing an organizer. Their coding time will be recorded, and no further editing will be allowed.
- When the coding period ends, participants must stop typing immediately. The saved code will become their final submission.



- Organizers must secure the submit before revealing the screen.
- Technical issues must be reported immediately. Only an organizer may pause the timer; participants must stop typing during an authorized pause.

Fair Play:

- Participants must work independently.
- Phones, personal notes, internet access, external storage devices, prewritten code, and AI tools are prohibited.
- Receiving or providing assistance during the attempt is not allowed.
- Accessing the code through another display, audio feedback, or a remote connection is prohibited.

Judging Criteria

Each submission will be evaluated out of **10 marks**.

1. Correct Output — 6 Marks

- The program will be checked against **three test cases**, worth **2 marks each**.
- A test case earns marks only if the program runs successfully and produces the required output for that case.
- All submissions for the same problem will be checked using the same test cases.

2. Logic — 4 Marks

- **4 marks:** The original code contains a complete and logically correct solution, even if it has eligible minor syntax or typing mistakes.
- **2 marks:** The original code shows a relevant approach, but its logic is incomplete or partly incorrect.
- **0 marks:** The original code contains no meaningful approach to solving the problem.



- Participants must not communicate with other teams or seek external assistance during the challenge.
- Any attempt to cheat, use unauthorized signals, or gain an unfair advantage will result in disqualification.

Minor Mistake Allowance:

- Judges may correct up to two minor typing or syntax mistakes, with a deduction of 1 mark per correction.
- Permitted examples include a missing semicolon or an obvious misspelling of a keyword or variable name, provided the intended correction is clear.
- Each corrected occurrence counts separately.
- Corrections must not add missing program statements or change logic, operators, conditions, calculations, or input/output operations.
- Judges will retain the original submission and record any corrections. Participants cannot edit or guide corrections during judging.
- Output marks will be based on the program after permitted corrections. Logic marks will always be based on the original submission.
- If the program still cannot compile or execute, it will receive 0 output marks, but remains eligible for logic marks.

Final Score: Output marks + Logic marks – Correction deductions. The score cannot be below zero.

Tie-Breaker:

1. Fewer recorded corrections.
2. Shorter coding time, measured from the start of the coding period until submission.
3. A shared rank if both remain equal.

Disqualification Criteria:

A participant will be disqualified for:



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- Attempting to view the code or obtain feedback about it during the coding period.
- Compiling, running, or testing code during the attempt.
- Using prohibited materials or receiving outside assistance.
- Tampering with the computer, coding environment, or screen covering.
- Typing during the reading period, continuing after the stop instruction, or editing after submission.
- Misconduct or failure to follow organizer instructions.

Incomplete solutions, incorrect output, and programming errors will affect the score but will **not** result in disqualification.

The organizers will apply these rules consistently to all participants. Their decision on evaluation, disputes, and rule enforcement will be final.



Tech 05: Motor Boat Racing

Description: It is an exhilarating event where participants race remote-controlled (RC) boats provided by us through a challenging course. The course is divided into distinct phases, testing participants' skills in maneuvering the boats through tight turns, navigating obstacles, and speeding through open water. Prizes will be awarded to those who complete the course in the shortest time.

Entry Fee: Rs. 60

Number of Participant(s): 1

RULES

1. Boat Provision and Responsibility:

- All RC boats required for the event will be provided by the organizers to ensure a level playing field.
- Participants will be held accountable for any damage caused to the boats during the competition.
- In the event of significant damage that requires repairs, participants must bear the cost of repairs or replacement as determined by the event organizers.

2. Course Layout: The course consists of three distinct phases, each designed to challenge different aspects of boat control and navigation skills:



Phase 1: Maze

- The race begins with a maze, requiring participants to navigate their boats through a series of tight turns and strategically placed obstacles.
- Precision and control are key to avoiding errors in this phase, as collisions with obstacles can slow the boat down and cost valuable time.

Phase 2: C-Shaped Running Track

- Upon exiting the maze, participants will enter a C-shaped track, where the emphasis shifts to maintaining speed and stability through curved turns.
- Participants must demonstrate smooth handling of their boats to avoid veering off course while maintaining momentum.

Phase 3: Final Stretch to Pond

- The last phase involves a straight sprint to the pond, where participants must guide their boats into a designated finish area in the water.
- This phase tests the participant's ability to control speed while ensuring accuracy and precision at the finish line.

3. Course Completion:

- To successfully complete the race, participants must navigate through all three phases of the course without failing to meet the requirements of any phase.
- If a boat becomes stuck, veers off course, or fails to complete any phase in 2 minutes, the participant will be considered out of the competition.
- Event coordinators will monitor progress and provide rulings on unsuccessful phase completion.

4. Timing and Scoring:

- Each participant's race completion time will be recorded from the moment their boat starts the course to when it reaches the finish area in the pond.



- The participant who completes the race in the shortest recorded time will be declared the winner.

5. Safety and Fair Play:

- Participants must operate the boats with caution and adhere strictly to the event rules to ensure safety.
- Any attempt to sabotage, interfere with, or collide intentionally with other boats will result in immediate disqualification.
- Fair play is essential, and any observed malpractice or unsportsmanlike behavior will not be tolerated.
- Organizers reserve the right to issue warnings, penalties, or disqualifications for violations of safety and fair play rules.

6. Participant Guidelines:

- Participants must handle the provided RC boats carefully to avoid damage during the race setup and operation.
- Any issues with the boats must be immediately reported to the event staff for assistance.
- Participants are encouraged to familiarize themselves with basic RC boat controls to ensure smooth performance during the race.

7. Additional Rules and Updates:

- Any additional rules, updates, or modifications to the competition will be communicated exclusively to registered participants prior to the event.
- Participants are responsible for staying updated with any changes and adhering to the final event guidelines.
- Event organizers reserve the right to make necessary adjustments to the competition format to ensure fairness, safety, and smooth operation

Note : All the events results will be taken and decided by the Technical secretaries



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Tech 06: Code Titans

Description: It is an electrifying coding competition designed to challenge your logic, creativity, and programming expertise! Participants will dive into a high-stakes arena where algorithms meet real-world problems, transforming problem-solving into an art form. The event tests not only coding skills but also analytical thinking and time management in a dynamic, competitive environment.

**Entry Fee: Rs.
70/-Number of
Participant(s): 1**

RULES:

Platform and Setup:

- The competition will be hosted on **any one of the popular online coding platforms** such as *CodeChef*, *HackerRank*, or a **custom platform**.
- Participants will receive a **unique link or code** to join the contest before the event.
- Ensure you have an **active account** on the respective platform and are **familiar with its interface** in advance.
- The event will be conducted **offline at VIT Pune campus**.
- Participants must **report 15 minutes before** the start time.
- Only **C, Java, or Python** programming languages are allowed.
- **Plagiarism or AI-assisted coding** will lead to **immediate disqualification**.



Challenge Format:

- The contest will feature **multiple problem statements** categorized by difficulty:
 - **Easy:** 10 points
 - **Medium:** 30 points
 - **Hard:** 50 points
- Topics may include **Data Structures, Algorithms, Mathematical Computations, and Optimization problems.**
- Problems will test **logic, efficiency, and creativity** in problem-solving.

Submissions and Scoring:

- All solutions must be **submitted within the given time frame** on the provided platform.
- **Scoring** will depend on **accuracy, time of submission, and problem difficulty.**
- **Partial scoring** will be awarded for partially correct solutions.
- Earlier correct submissions will receive **higher leaderboard ranking** in case of ties.

Judging Criteria:

1. **Total score** on the leaderboard.
2. **Time of submission** — faster correct solutions earn priority.
3. **Number of problems solved** completely or partially.



Code of Conduct:

- Participants must maintain **ethical conduct and fair play** throughout the competition.
- Any form of **cheating, plagiarism, collaboration, or AI usage** will result in **immediate disqualification**.

Technical Requirements:

- **Stable internet connection** (minimum 5 Mbps).
- **Latest web browser** (Chrome, Firefox, or Edge recommended).
- **Laptop/PC with at least 4 GB RAM and adequate power backup.**

Backup Policy:

- In case of **technical issues or connectivity problems**, organizers may provide **time extensions or reschedule** the event as necessary to ensure fairness.

Additional Rules and Updates:

- Any **changes or updates** regarding rules, platform, or format will be shared **with registered participants prior to the event**.
- Participants are responsible for **staying updated** and following all final event instructions.
- Organizers reserve the right to **modify the event format** to maintain fairness and smooth operation.



Participation Rules:

- Participants are expected to join the platform at least 15 minutes before the start time and be physically present at the designated venue
- Use of only C, JAVA and PYTHON programming languages.
- Plagiarism will be checked, and the use of AI tools or any form of cheating is strictly prohibited.
- The competition will be conducted in offline mode in the VIT Pune campus.
- Any additional rules, modifications, or updates regarding the event will be communicated exclusively to registered participants prior to the competition.

Challenge Distribution:

- Participants will be provided with a set of problems categorized into three levels:
 - Easy (10 points)
 - Medium (30 points)
 - Hard (50 points)
- The problems will cover a range of topics including, but not limited to:
 - Data Structures
 - Algorithms
 - Mathematical Computations
 - Optimization Techniques
- Each problem is designed to test logical reasoning, coding skills, and the ability to solve real-world problems efficiently.



Submissions:

- Participants must submit their solutions on the designated platform within the allotted time.
- Submissions will be automatically tested against a series of predefined test cases.
- Scores will be based on:
 - Accuracy of the solutions.
 - Time of submission of code.
- Partial scoring may be awarded for solutions that pass only some of the test cases.
- Any additional rules, modifications, or updates regarding the event will be communicated exclusively to registered participants.

Scoring:

- Ties will be resolved based on:
 - Time of submission (earlier correct submissions take precedence).
 - Total number of problems and test cases correctly solved.

Code of Conduct:

- Participants must maintain ethical behaviour throughout the event.
- Cheating, plagiarism, or tampering with the platform in any form will result in immediate disqualification.
- Collaboration with others or seeking external assistance is strictly prohibited.
- Use of AI tools, code-sharing forums, or pre-written solutions will result in disqualification.

Technical Requirements:



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- Participants must ensure they have the following for smooth participation:
 - Compatibility of your device with the chosen coding platform.
 - Internet Speed: Minimum stable internet speed of 5 Mbps.
 - Browser Compatibility: Latest version of Google Chrome, Mozilla Firefox, or Edge.
 - Hardware: A working laptop/PC with sufficient RAM (4 GB or higher).
 - Power Backup: Ensure you have sufficient power supply or backup to avoid interruptions.
- It is the participant's responsibility to test their setup before the competition.
- In case of internet failure, platform downtime, or any unforeseen technical issues, organizers reserve the right to take the necessary steps to ensure the fairness of the competition is maintained and the event is smoothly conducted.

Plagiarism Review:

- All submissions will be checked for plagiarism using advanced tools. Any form of copied code, code sourced from forums, or AI-generated code will result in immediate disqualification.
- Organizers reserve the right to review and investigate submissions to ensure fair play.

Final Note:

For any additional rules, clarifications, or event updates, registered participants will be informed via their provided contact details prior to the competition.



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Tech 07: Wiki Jump

Description: It is an exciting and intellectually engaging event where participants explore the world of Wikipedia in a race of logic and connections! Starting from one given Wikipedia page, participants must navigate to a specified target page only by clicking hyperlinks within Wikipedia articles—no searching, typing, or external help allowed. The challenge tests strategic thinking, concept linking, and decision-making under time pressure.

Entry Fee: Rs. 70/-

Number of Participant(s): 1

RULES:

Event Mode:

- The event will be conducted offline at VIT Pune.
- Participants must report 15 minutes before the start time.
- Use of phones, search engines, or external help is strictly prohibited.
- Internet access will be provided by the organizers.
- Personal devices may be used only with prior permission.
- No AI tools, external data, or collaboration are allowed.

Event Structure:

Round 1 – Qualifier Round:



- Each participant will be assigned a starting Wikipedia page and a target page.
- The goal is to reach the target page in the fewest number of hyperlink clicks or the shortest possible time.
- The top performers will qualify for the final round.

Round 2 – Finals:

- Qualified participants will face more challenging page pairs, requiring deeper understanding and strategic navigation.
- The objective remains to reach the destination page efficiently using only in-article hyperlinks.

Judging Criteria:

1. Time taken to reach the target page.
2. Number of hyperlink clicks used to complete the path.
3. In case of a tie, the participant with the shortest navigation path will be ranked higher.

Code of Conduct:

- No use of search bars, external websites, or back buttons is allowed.
- Participants must navigate only through Wikipedia hyperlinks.
- Any collusion, script usage, or unfair practices will lead to immediate disqualification.



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Technical Requirements:

- Stable internet connection (minimum 5 Mbps).
- Modern web browser (Chrome, Edge, or Firefox).
- Laptop with at least 4 GB RAM.

Backup Policy:

- In case of severe technical issues, organizers may provide time extensions or re-runs at their discretion to ensure fairness.

Additional Rules and Updates:

- Any updates, rule changes, or page topics will be shared with registered participants prior to the event.
- Participants are expected to stay informed and follow final event guidelines as communicated by the organizers.
- Organizers reserve the right to make necessary adjustments to ensure smooth and fair competition.



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Tech 08: Hackathon

Description: It is an intensive and innovative **hackathon** designed to inspire creativity, teamwork, and technical excellence. Participants will conceptualize, design, and develop **functional software or hardware projects** within a limited timeframe. The event aims to encourage students to think beyond conventional solutions, collaborate effectively, and present impactful ideas that solve real-world challenges. Teams will showcase their **problem-solving skills, innovation, and technical execution** through both presentation and prototype development.

Entry Fee: Rs. 180/-

Number of Participant(s): 3–4 members per team

RULES:

Gameplay:

Round 1 – Problem Statement and Presentation:

- The **problem statement** will be provided before the event.
- Each team must prepare a **presentation (PPT or PDF)** explaining:
 - The **understanding of the problem**
 - Their **proposed solution or concept**
 - The **approach, design, and implementation plan**

- Evaluation in this round will be based on:
 - **Creativity and originality of the idea**
 - **Feasibility** of implementation
 - **Potential impact** on the given domain
- **Top teams** will be shortlisted for the next round.

Round 2 – Implementation and Demonstration:

- Qualified teams will develop a **working prototype** of their proposed solution.
- The **prototype can be created before or during the hackathon.**
- Each team must give a **live demonstration** of their working model.
- During the demo, teams must explain:
 - The **technical working** of their solution
 - **Key features and innovations** implemented
 - **How it addresses the problem effectively**
- Evaluation will consider **functionality, innovation, and presentation clarity.**

Project Development Rules:

- Teams can use **any programming language, framework, library, or hardware platform** suitable for their project.
- Open-source tools or APIs can be used with **proper credits and permissions.**
- Projects must be **original**, and plagiarism or copied work will lead to disqualification.



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- Each team is responsible for maintaining **data integrity and code security**.

Rules:

Adherence to Guidelines:

- Participants must follow all instructions, time limits, and submission rules given by the organizers.
- All deliverables (presentations, prototypes, and documentation) must be submitted within the allotted time.

Fair Play:

- **Strictly no cheating, plagiarism, or external collaboration** is allowed.
- Teams must work independently without outside help or AI tools.
- Violation of rules will result in **immediate disqualification**.

Judging Criteria:

1. Innovation and Creativity (20%)

Originality and novelty of the project idea.

Innovative thinking and unique approach to problem-solving.

2. Technical Feasibility (20%)

Appropriate and efficient use of technology.



Code quality, architecture, and scalability of the solution.

3. Functionality and Usability (20%)

How effectively the project addresses the given problem.

User experience, accessibility, and reliability of the solution.

4. Impact and Potential (20%)

The potential of the project to create a **meaningful real-world impact**.

Applicability, long-term usability, and future scope of the solution.

5. Presentation and Documentation (10%)

Clarity and professionalism in presentation.

Well-documented explanation of the project workflow, objectives, and results.

6. Implementation and Prototype (10%)

Demonstration of a working model or proof of concept.

Adherence to the original proposed plan and technical soundness.

Final Note:

Results will be declared **after the final evaluation** based on cumulative performance across all judging parameters.

All updates, instructions, or rule changes will be communicated to participants **before the event**.

Organizers reserve the right to make **modifications** in event structure, judging, or rules to ensure fairness and smooth conduct.



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Participants are advised to stay informed and follow all **final event guidelines** shared by the organizing committee.

Note : All the events results will be taken and decided by the Technical secretaries





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VishwaTronics

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Tech 09: Gun Range Shooting

Description: A shooter stands at a fixed distance from a rectangular cardboard screen. Behind it, 3-4 metal plates are hidden on each side. In every round, one or more plates pop out from the edge for 3 seconds, and the shooter must hit them in that time. The final score is based on the number of successful hits.

Entry Fee: Rs.80/-

Number of Participant:1

Rules and Regulations Safety

First:

The guns provided are non-lethal and designed for safety; any modifications are prohibited.

Participants must remain behind the safety line until it is their turn to shoot.

Shooting Protocol:

The participant registers and attends a short safety briefing.

The participant stands at the shooting line. The officer checks the gun and says "Load".

The officer says "Start". After a random delay, plates pop out from the sides of the cardboard.

The shooter has 3 seconds to hit the exposed plates.

The judge confirms each hit and records the score. The plates retract.

Play 10 rounds: rounds 1-4 show 1 plate, rounds 5-8 show 2 plates, rounds 9-10 show 3 plates.

The scores are totalled. Highest total wins.



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Scoring and Conduct:

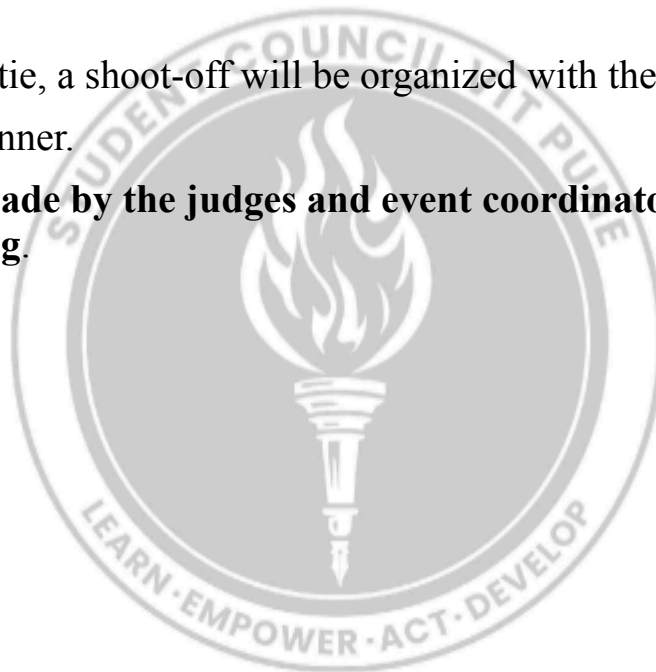
Points are awarded based on accuracy and the zone hit on the human-shaped target.

The decisions made by the judges and event coordinators are Final.

Tie-Breaking:

In the event of a tie, a shoot-off will be organized with the same rules to determine the winner.

The decisions made by the judges and event coordinators will be final and binding.



TECH 10:Domino Effect (Murder Mystery)

Description : A team of 4 participants is given a fictional murder case where one of the four characters is secretly the murderer. Each participant receives a character card containing different details, secrets, and clues about their character.

The team must solve 4 short puzzles within 7-8 minutes. Each completed puzzle gives them one piece of evidence. Once all four pieces are combined, they reveal the key characteristics of the murderer. The team compares these clues with their character cards and identifies the culprit.

Different teams receive randomised cases, characters, and final clues, so the murderer can be different for every team.

Team Size: 4

Members (*All members should have the Technical Pass or Individual receipt*)

Entry Fee: ₹120/-

Game Flow

1. Game Flow
2. A team of 4 registers and receives a randomly generated case.
3. Each participant receives a different character card with their character's details and secrets.
4. The team is given 4 short puzzles to solve simultaneously.
5. Each solved puzzle provides one piece of evidence.
6. The team combines all four evidence pieces to reveal the final clues.
7. The team compares the clues with their four character cards.
8. The team submits the name of the suspected murderer.
9. The judge checks the answer and records the team's completion time and accuracy
10. The judge checks the answer and records the team's completion time and accuracy:



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Rules

1. Each team must consist of exactly 4 participants.
2. All four participants must remain together throughout the game.
3. Teams have a maximum of 3–4 minutes to solve the case.
4. Participants may discuss and share information with their teammates.
5. Character cards cannot be exchanged with other teams.
6. Participants must solve the puzzles using only the materials provided.
7. Different cases may have different murderers and clues.
8. Once the final answer is submitted, it cannot be changed.
9. Any attempt to look at another team's case or interfere with another team results in disqualification.

Winning Criteria

A team must successfully complete all four tasks and identify the killer within the given time limit to qualify. Teams that fail to complete all four tasks or identify the killer within the time limit will be eliminated. If multiple teams qualify, the winner will be determined based on the **least time taken to complete the challenge**



TECH 11: VECTORX – MATHHACK

1. Event Description:

VectorX – MathHack is a fast-paced mathematical quiz competition where individual participants solve multiple-choice questions displayed on a common screen. Each participant uses their own smartphone to select the correct answer within a limited time.

Participants must think quickly, solve accurately, and respond within just 10 seconds per question. The competition tests mathematical knowledge, logical reasoning, accuracy, and speed. The participant with the highest score wins the competition.

2. Event Details:

- Event Name: VectorX – MathHack
- Entry Fee: ₹60 per participant
- Team Size: 1 participant (Individual Competition)
- Competition Format: Multiple-Choice Questions (MCQs)
- Time Limit: 10 seconds per question
- Equipment Required: Smartphone
- Winner: Participant with the highest total score

3. Rules and Regulations:

- Each participant competes individually.
- Every participant must use their own smartphone to answer questions.
- Questions and multiple-choice options will be displayed on a common screen.
- Participants must select and submit their answers within 10 seconds.
- Once the time limit expires, the question will be locked, and no further answers will be accepted.
- Correct answers will earn points, while incorrect or unanswered questions will receive zero points.



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- The use of internet searches, AI tools, calculators, or external assistance is prohibited unless explicitly permitted by the organizers.
- Participants must not communicate answers to other participants during the competition.
- In case of a tie, a tie-breaker question will be conducted.
- The decision of the event coordinators will be final.

4. Timing and Scoring Criteria:

- Time per Question: 10 seconds
- Correct Answer: +10 points
- Incorrect Answer: 0 points
- Unanswered Question: 0 points
- Tie-Breaker: Sudden-death question

5. Judging Criteria:

- Accuracy: 60%
- Response Speed: 30%
- Consistency: 10%

The final ranking will be determined by the total points earned. If two or more participants have the same score, the participant with the lower total answering time will be ranked higher. If the tie remains, a sudden-death question will decide the winner.

6. Winner Selection:

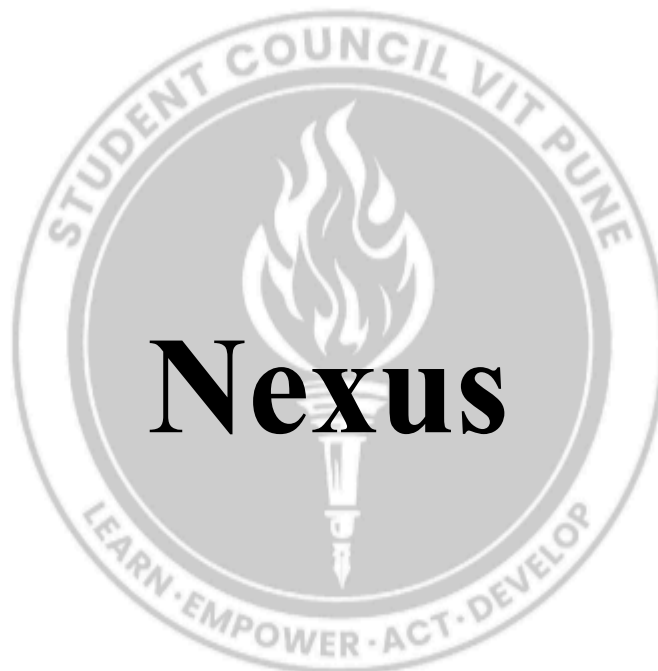
The participant who scores the highest points throughout the competition will be declared the winner of VectorX – MathHack. The competition rewards quick thinking, mathematical accuracy, and efficient decision-making.

Think Fast. Solve Smart. Win Big

Note : All the events results will be taken and decided by the Technical secretaries



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Tech 12: Escape Room

Escape the Dark Room is an adrenaline-filled technical adventure where participants must rely on their logic, coordination, and problem-solving skills to navigate through total darkness. The challenge unfolds in a closed arena where visibility is minimal, and teams must depend on communication, reasoning, and teamwork to find their way out. Throughout the room, multiple puzzles are hidden — including Sudoku, laser-based alignment puzzles, circuit diagram problems, and logic-based clues. Solving each puzzle unveils hints that guide participants closer to unlocking the final mechanism — the master light switch. Only after all clues are deciphered and the switch is activated will the room light up, marking the team's escape. The event blends excitement, intellect, and pressure, pushing participants to think creatively under time constraints.

Entry Fee: Rs. 120/-

Number of Participant(s): Team of 4

(Each member must have their own Tech Pass or individual event receipt.)

Rules and Regulations

Game Objective:

The goal is to solve all the given puzzles within the allotted time and light up the arena by activating the main switch.



Each team's progress depends on the number of puzzles solved and the time taken to complete them.

Teams that successfully solve all puzzles and light up the room first will be declared winners.

Gameplay Rules:

Each team will be given **10 minutes** to complete the challenge.

Teams will encounter **a sequence of interconnected puzzles**, each revealing a clue or tool needed for the next.

Scoring will be based on both accuracy and time:

- Each puzzle solved = **10 points**
- Lighting up the arena (successful escape) = **40 bonus points**

Teams that fail to complete all puzzles will earn points according to the number of puzzles solved.

- Example: Solving 2 puzzles = 20 points.

In case of a tie in total points, the **time taken** to complete the challenge will determine the winner.

Puzzle Categories:

Logical Puzzles:

- Includes number grids like Sudoku, riddles, and pattern recognition problems that test analytical thinking.

Technical Puzzles:

- Circuit-based logic puzzles, component identification, and simple electrical problem-solving.



Laser and Physical Puzzles:

- Teams may encounter alignment puzzles requiring precision and coordination to direct light or laser beams to a target.

Clue-Based Challenges:

- Hidden objects, coded hints, or step-by-step sequences where one solved clue reveals the next.

The puzzles are designed to test a combination of **technical aptitude, teamwork, and problem-solving speed**.

Safety Protocols and Instructions

Participants must **handle all props and materials with care**; damaging or tearing clues is strictly prohibited.

The arena will be dimly lit or dark — **move cautiously to avoid accidents or tampering with equipment**.

Only **event-provided materials** (pens, paper, tools) are allowed.

Teams must remain within their assigned area and **follow all instructions from the coordinators**.

Participants found behaving irresponsibly or endangering others will be disqualified immediately.

Disqualifications

Electronic gadgets such as mobile phones, torches, or smart devices are not allowed. Possession or use will lead to instant disqualification.

Physical tampering with props, circuits, or other teams' setups will not be tolerated.



Teams that **exceed the allotted number of attempts** for a puzzle will lose points for that puzzle.

Any **form of external help, cheating, or communication with outsiders** will result in disqualification.

Disrespectful behavior toward event staff or violating the event code of conduct will lead to expulsion from the event without refund.

Judging Criteria

1. **Completion Status:** Whether the team successfully lights up the arena.
2. **Points Earned:** Based on the number of puzzles correctly solved.
3. **Time Taken:** Used as a tiebreaker if multiple teams achieve similar scores.
4. **Team Coordination and Efficiency:** Observers may consider teamwork and communication during gameplay.

Final Note

- This event emphasizes **logical reasoning, presence of mind, and collaboration under pressure.**
- Organizers and judges hold the final authority on scoring and decisions.
- Participants are advised to remain calm, think critically, and use time effectively to uncover all the hidden clues.
- Any updates, last-minute rule changes, or specific instructions will be communicated to registered participants prior to the event.



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Tech 13: Robo Soccer

Description: Robo Soccer is an action-packed competition where participants control small, remote-controlled robots to compete in a fast-paced soccer game. The game focuses on scoring as many goals as possible within a 3-minute match. This event tests players' robotic skills, strategy, and precision under pressure.

Entry Fee: Rs. 60/-

Number of Participant(s):

1 RULES:

Match Setup

- Matches will be held on a mini-soccer field with clearly marked boundaries and goalposts.
- Each participant will be provided with a small, remote-controlled robot.
- The ball will be a lightweight object designed for smooth play and compatibility with the robots.
- Each match lasts exactly 3 minutes, during which participants attempt to score as many goals as possible while defending their goal.

Gameplay Rules

- Each match involves two players controlling their respective robots in a 1v1 game.
- The objective is to maximize your Goal Difference (GD) by scoring goals and conceding as few as possible within the 3-minute timeframe.
- Goals will count only if the ball fully crosses the opponent's goal line.



- The ball will be reset to the centre of the field after every goal, and play will resume immediately.
- The participant with the highest GD at the end of the match is declared the winner.
- If both participants have the same GD after 3 minutes, the match will be declared a draw.
- Goal Difference (GD) Calculation

GD Formula: $GD = \text{Goals Scored} - \text{Goals Conceded}$

Example: Team A scores 3 goals and concedes 5: $GD = 3 - 5 = -2$
Team B scores 5 goals and concedes 3: $GD = 5 - 3 = +2$
Team B wins based on a higher GD.

Penalty Rules

- Intentionally holding the ball in a corner or delaying play is prohibited. The referee may reset the ball if stalling occurs.
- Damaging the opponent's robot, the ball, or field setup will result in disqualification.
- Engaging in unfair practices will lead to penalties and/or disqualification.

Scoring and Results

- The match winner is determined solely by GD. The player with the higher GD at the end of the 3 minutes wins.
- In case of a tie in GD, the match is declared a draw, with no extra time.

Additional Rules and Guidelines

- Participants must handle the provided robots with care. Damage caused by negligence may result in disqualification.



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- Matches will be conducted in a round-robin or knockout format, depending on the number of participants.
- Participants must arrive 15 minutes before their scheduled match for briefing and practice.
- Referees' decisions regarding gameplay, goals, and penalties are final.

Note : All the events results will be taken and decided by the Technical secretaries

