



SMIT SIKKIM
MANIPAL
UNIVERSITY
SIKKIM MANIPAL INSTITUTE OF TECHNOLOGY



INNOVISION
INNOVATE | AUTOMATE | DESIGN | PLAY

TECH ADRISHTA

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NOVEMBER

CHIEF COORDINATORS

+91 7099265934, +91 9330627127

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POC

1. DEV TANK

- Abhishek Roy (+91 7001286115)

2. ALGO RIOT DSA

- Sneha Sinha (+91 7439448511)

3. CAPTURE THE FLAG

- Souvik Ray (+91 7384220500)

4. ANTI UX RELAY

- Dristanta Deb (+91 6003506933)

5. PROMPTVERSE

- Kirtika Verma (+91 9839854054)

6. TECH HACKATHON

- Pradyut Singh (+91 7099265934)

7. RC CAR

- Pradyut Singh (+91 7099265934)

8. DRONE RACING

- Saransh Dev (+91 9330627127)

9. ARTLETICS

- Gunnidhi Singhi (+91 9101627368)

10. TECH DEBATE

- Brikchana Karki (+91 8967408943)

11. SPY AMONG US

- Aayudyuti (+91 7086317602)

12. IDEATE 2 INNOVATE

- Arka Bera (+91 9433926968)



POC

13. PHOTOGRAPHY CONTEST

- Shahid Irfan Hussain (+91 9954618183)

14. LINE FOLLOWER ROBOT

- Saransh Dev (+91 9330627127)

15. BRIDGE THE GAP

- Saransh Dev (+91 9330627127)

16. TECH QUIZ

- Arka Bera (+91 9433926968)

17. THROUGH MY LENS

- Ketan Chaudhary (+91 +91 91019 42583)



DEV TANK

Game Overview:

DevTank is a collaborative game inspired by Shark Tank, where teams of coders and non-coders work together to build web-based solutions for real client requirements. The game combines coding, business strategy, AI integration, and creative pitching.

Rules:

1. Teams: Each team can have coders and non-coders.
2. Client Interaction Phase: 3 clients are present. Each team sends one member at a time to interact with a client. Interaction time: 5 minutes per client. Members ask questions and gather requirements, then return to their team to brief them.
3. Development / Whiteboarding Phase: Duration: 1.5 hours. Coders can build front-end, back-end, or full websites. Non-coders can create PPTs, wireframes, flowcharts, or other supporting materials.
4. Final Pitch: After 2.5–3 hours, teams present their solutions to clients. Presentation can be via PPT, live demo, or both. All team members can pitch, or selected members may pitch.
5. Evaluation & Prizes: Clients and organizers judge solutions based on innovation, implementation, design, and understanding of requirements. Winners receive prizes.

TIMELINE

PHASE	DURATION
Client Interaction	5 min per client
Development / Whiteboarding	1.5 hrs
Final Pitch	30–60 min
Winner Announcement	10 min

ALGORIOT

Game Overview:

ALGORIOT is a thrilling Data Structures and Algorithms (DSA) competition designed to challenge participants' problem-solving skills and coding efficiency. The event consists of three rounds testing both conceptual understanding and practical coding ability.

Rules:

1. Participation Type: Solo participation only.
2. Rounds: The competition will be conducted in three rounds.
3. Device Requirement: Each participant must bring their own laptop with a stable internet connection.
4. Programming Languages Allowed: C, C++, Java, and Python.
5. Python Restriction: Participants using Python are not allowed to use built-in functions for solving problems.
6. Fair Play: Participants are not allowed to discuss or share answers during the competition.
7. Judgment: The decision of the judges and organizers will be final.
8. Plagiarism Policy: Any form of plagiarism or use of AI tools during coding rounds is strictly prohibited.

ALGORIOT

Competition Structure and Timings

Round 1: 20 Multiple Choice Questions (MCQs) – Time Limit: 10 minutes
– Tests theoretical DSA knowledge and quick reasoning skills. This round serves as the elimination stage to shortlist participants for the coding rounds.

Round 2: 5 Coding Questions (Solve any 3) – Time Limit: 15 minutes each – Focuses on fundamental DSA topics.

Round 3: 3 Advanced Coding Problems (Solve any 1) – Time Limit: 45 minutes – Tests optimization, efficiency, and problem-solving under pressure. The problems include multiple test cases, and participants need to pass maximum test cases.

CAPTURE THE FLAG

1. Competition Overview

- Format: Jeopardy-style Capture The Flag (CTF) competition featuring challenges across multiple cybersecurity categories.
- Participants: Competitors can participate individually (Solo) or in teams of two (Duo). The choice must be made during registration.
- Duration: The main competition round will last 3 hours. In the event of a tie, a 1-hour bonus round will be initiated to determine the winners.
- Objective: To solve as many challenges as possible and maximize the total points scored.

2. Registration & Team Structure

- All participants must register individually, selecting either "Solo" or "Duo" mode.
- Each participant may only join and compete on one team.
- Contact details must be provided during registration. All registration data will be kept confidential, except where necessary for publicity (e.g., winner announcements).

3. Categories & Challenge Structure

- Categories: Challenges will span various domains, including Web, Crypto, Forensics, Pwn, Reverse Engineering, OSINT, Steganography, and Miscellaneous.
- Challenge Details: Each challenge will have a unique theme and a clearly stated difficulty level (Easy, Medium, Hard).
- Sanity Check: A zero-point "sanity check" challenge will be available at the start. This allows all participants to test the flag format and submission system without penalty.

CAPTURE THE FLAG

4. Points & Scoring

- Points are static and awarded based on the difficulty of the challenge:
- Easy: 100-200 points
- Medium: 300-400 points
- Hard: 500+ points
- The sanity-check challenge awards 0 points and is not required for progression.
- There is no dynamic point decay; challenge point values will remain constant regardless of how many teams solve them.

5. Conduct & Fair Play

- Collaboration is only permitted between members of the same registered team. Sharing flags, hints, or solutions with other teams is strictly forbidden.
- Prohibited Actions:
- No direct attacks or interference with the competition platform, infrastructure, or other participants.
- Denial-of-Service (DoS) attacks, scoreboard modification, or intentional blocking of flags are strictly forbidden.
- Any other form of misconduct that disrupts the competition for others.

6. Challenge Solving & Flag Submission

- Challenges may be solved in any order.
- Flags must be submitted immediately after being found.
- All flags must be submitted to venue personnel before the competition timer expires.
- The required flag format and submission process will be demonstrated in the zero-point sanity check challenge.

CAPTURE THE FLAG

7. Winner Determination & Tiebreakers

- Teams will be ranked based on the total points accumulated at the end of the 3-hour main round.
- If scores are tied, a 1-hour bonus round will be activated. The winner will be determined by the fastest correct flag submissions during this round.

8. Code of Conduct

- All participants must remain respectful towards organizers, fellow competitors, and venue personnel.
- Participants are expected to help maintain a clean and safe environment.
- Failure to comply with the Code of Conduct may result in warnings, point penalties, or disqualification at the discretion of the organizers.

9. Permitted Resources & Tools

- Software: Any software that is legally obtainable and can be run on a participant's local machine is permitted.
- AI: Any AI can be used at any phase of the challenge.
- Research: External research and the use of online documentation are permitted, provided all submitted solutions are the original work of the team.

10. Logistics & Support

- Equipment: Participants are required to bring their own laptops and any necessary power cables or adapters.
- Communication: Any additional event-specific instructions and updates will be announced in advance and during the competition.

ANTI - UX RELAY

Game Overview:

The Anti-UX Relay Challenge is a 3-Hour design sprint that completely reverses the goal of conventional user experience design. The objective is for two-member teams to design a deliberately, frustratingly, and creatively inconvenient multi-step user flow. The goal is to break the user's patience, not the application.

A. Challenge Logistics (Design Focus)

1. Time Limit: The total duration for the challenge is 3 Hours. Work must cease immediately upon expiration of the timer.
2. Team Size: 2 Members.
3. Individual Time Cap: 1.5 Hours Maximum per member for direct contribution.
4. Platform & Deliverable: The entire submission must be a fully interactive Figma Prototype. No coding or functional web application is required.
5. Task Requirement: The team must design a simple, multi-step user flow (e.g., registration, checkout) that incorporates all three inconvenience steps sequentially.

RESPONSIBILITY	STEPS	PRIMARY DESIGNER
STEP 1: Irrelevant Confirmation	Data Entry / Login Screen	Member 1
STEP 2: The Looping Agreement	Terms & Conditions Screen	Member 2
STEP 3: The Elusive Button	Final Submission Screen	Joint Design (Relay)

ANTI - UX RELAY

B. Core Design Rules (Non-Negotiable)

1. **Mandate: Prototyped Experience:** The final Figma Prototype must be fully linked and interactive. The user must be able to click through the entire flow from start to finish, with their actions clearly triggering the designed inconveniences.
2. **Design-Based Inconvenience:** Since coding is prohibited, the "inconvenience" must be demonstrated using Figma's interactive components, Smart Animate, and prototyping features (e.g., On Click, On Hover, After Delay, Conditional Logic).
3. **No Dead Ends:** A prototype that is impossible to navigate or leads to a missing link or dead-end screen is an automatic disqualification. The user must always be able to complete the final task.
4. **Resources:** The use of AI tools and external design resources is permitted. All designs must be original work created during the contest time.

C. Figma

1. **Elusive Button's** must be achieved purely through prototyping:
2. **Inconvenience:** The final submission button must be designed to be extremely difficult to click using Figma's interactions.
3. **Examples of Figma Prototypes for Friction:**
4. The button teleports to a new location on "On Hover".
5. It disappears for a delayed period after a user clicks a component near it.
6. It requires the user to click several invisible hot spots or extraneous elements before the button finally becomes visible/clickable.

ANTI - UX RELAY

D. Judging Criteria

Judges will score teams based on the following weighted categories:

CATEGORY	WEIGHT	DESCRIPTION
Adherence to Constraints	40%	Successful design and prototyping of all three mandatory friction points (Steps 1, 2, and 3), ensuring both members clearly contributed to the final product under the individual time cap.
Design Execution & Flow	30%	The visual stability, correctness of design elements, and quality of the prototype linking. The user flow must be clear (even though it's frustrating). Designs should be well-organized in Figma.
Creativity & Psychological Impact	30%	The novelty, originality, and psychological depth of the inconvenience demonstrated through the interactive prototype. Does the design make the user question their life choices?

Bonus Points:

Exceptional creativity in any of the three steps, especially unconventional methods of generating friction using Figma's unique prototyping tools, will earn bonus points.

MANDATORY SUBMISSION FORMAT:

All submissions must include the Figma prototype/project link for judging. Screenshots or a link to a coded website based on the design will not be accepted, as the judging criteria depend on inspecting the Figma file's interactive components and structure.

PROMPTVERSE

Game Overview:

PROMPTVERSE is an innovative event where teams collaborate to craft compelling character-driven narratives using AI tools and strategic prompt engineering. They work together to develop original characters with depth, create immersive visual stories, and master the art of directing AI-generated content. This event tests your creativity, prompt design skills, and ability to produce cohesive visual narratives under time pressure. Winners will demonstrate excellence in character development, visual storytelling, and seamless human-AI collaboration.

Rules:

- Team Participation: Team of 2 members
- Rounds: The competition will be conducted in two rounds
- Device Requirement: Each team must bring their own functional laptop with stable internet connection
- Original Work Only: All content must be created during the event. Pre-created work is strictly prohibited
- Fair Play: Teams cannot collaborate with non-members or seek external help
- Content Guidelines: All submissions must be original, appropriate, and free from plagiarism or copyrighted material
- Judgment: The decision of the judges and organizers will be final
- Plagiarism Policy: Any plagiarized or pre-existing work will result in automatic disqualification

P R O M P T V E R S E

COMPETITION STRUCTURE and TIMINGS

- Round 1: Origin – Character Blueprint
- Time Limit - 1 hour – All teams will receive the same character archetype prompt. Develop your character with complete backstory, personality, motivations, and flaws. Generate an AI-powered visual portrait and create a character profile sheet.
- Round 2: The Quest – Trials & Triumph
- Time Limit: 2 hours – In this round, all teams will receive a journey framework containing three scenarios or challenges that their character must face. Create a narrative story that chronicles the character's journey through these scenarios. Generate 4 AI-powered images: one image for each scenario and one final image depicting the character's resolution or transformation. Each image should clearly reflect the defining moment or emotional turning point in the story.
- Prepare a 2–3-minute presentation where visuals dominate, supported by concise storytelling that explains the character's journey and key developments.

JUDGING CRITERIA

Judging will be based on character originality and depth, narrative quality and story arc, visual quality and consistency, creative problem-solving, and overall presentation and communication.

TECH HACKATHON

Game Overview:

TECH HACKATHON is a challenge-driven innovation event designed to bring together talented minds to solve real-world technological problems. Participants will collaborate, ideate, and develop creative solutions to a given problem statement within a limited timeframe. This event tests your teamwork, coding, design, and problem-solving skills under pressure pushing your creativity and technical expertise to the limit.

Rules:

- Team Participation: A team must consist of exactly 4 members. No changes to team composition are allowed after registration.
- Problem Statement: The official problem statement will be released on the 6th of the month. Teams will have time until the 8th to design, develop, and finalize their complete solution.
- Work Session: On the 8th, teams will be provided with a dedicated workspace for the entire day to collaborate, code, and prepare their final submissions.
- Submission: Teams must submit their final project and presentation before the end of the day on the 8th. Late submissions will not be considered.
- Evaluation & Results: The results will be announced on the 9th, and prizes will be awarded to the top-performing teams.

TECH HACKATHON

Rules:

- **Fair Play:** All work must be original and completed within the hackathon duration.
- Use of pre-built templates, libraries, or open-source resources is allowed only if properly credited.
- Plagiarism, copying, or unethical conduct will lead to immediate disqualification.
- **Device Requirement:** Teams must bring their own laptops and required tools. A stable internet connection will be provided at the venue on the 8th.
- **Judgment:** The decision of the judges and organizers will be final and binding.

COMPETITION STRUCTURE AND TIMINGS

- 6th: Problem statement release.
- 6th – 8th: Teams work on their solution remotely.
- 8th: Full-day work session at the venue for final development and submission.
- 9th: Result declaration and award ceremony.

JUDGING CRITERIA

- **Innovation & Creativity:** Originality of the idea and solution approach.
- **Technical Implementation:** Functionality, efficiency, and depth of development.
- **Presentation & Clarity:** How effectively the idea is presented and demonstrated.
- **Impact:** Real-world applicability and potential benefits.
- **Awards:** Only the 1st and 2nd place teams will be awarded prizes.

RC RUSH

GAME OVERVIEW:

RC RUSH is an adrenaline-fueled event where participants take control of high-speed RC cars and race against time through a challenging obstacle course. The event tests your reflexes, control, and precision as you navigate through turns, ramps, and hurdles to reach the finish line in the shortest possible time. Only the fastest and most skilled drivers will emerge victorious.

RULES

- Participation: Individual participation only. Each participant competes independently.
- Rounds: The competition will be conducted in a single round.
- Equipment: RC cars and controllers will be provided by the organizers.
- Participants are not allowed to bring their own vehicles or modify the provided cars in any way.
- Fair Play: Tampering with the RC car or the controller will lead to immediate disqualification.
- Participants must operate the cars from the designated control area only.
- Any intentional obstruction or interference with another participant's race is prohibited.
- Track Rules: Each participant will complete one timed run on the obstacle course.
- If a car flips or gets stuck, designated track marshals may assist by repositioning it the race timer will continue to run.
- Leaving the track boundary results in a time penalty.
- Original Work: This is a skills-based event – no external help or substitution is allowed.
- Judgment: The decision of the organizers and judges will be final. 19

R C R U S H

COMPETITION STRUCTURE AND TIMINGS

Round 1: The Time Trial – Obstacle Challenge

Each participant will race through the obstacle track once. The timer starts when the car crosses the start line and stops when it crosses the finish line. The track will include ramps, turns, tunnels, and uneven terrain. The participant who completes the track in the shortest time wins.

Time Limit: Each run will have a maximum duration of 5 minutes. Exceeding the time limit results in disqualification.

JUDGING CRITERIA

Judging will be based on:

- Completion Time: Shortest total time to finish the track.
- Control & Precision: Ability to navigate obstacles smoothly.
- Fair Play: Adherence to event rules and sportsmanship.
- The participant with the fastest valid completion time will be declared the winner.

AERODASH

GAME OVERVIEW:

AERODASH is a high-intensity aerial racing event where participants take control of racing drones and compete to complete an obstacle-filled aerial track in the shortest time possible. This event tests your piloting precision, reaction speed, and control as you navigate drones through hoops, gates, and turns at thrilling speeds. Only the most skillful and composed pilots will rise to victory.

RULES

- Participation: Individual participation only. Each participant competes independently.
- Rounds: The competition will be conducted in a single round.
- Equipment: Drones and controllers will be provided by the organizers. Participants are not allowed to bring their own drones or modify the provided drones in anyway.
- Fair Play: Tampering with the drone or controller will lead to immediate disqualification.
- Participants must operate drones only from the designated control area.
- Any intentional obstruction, interference, or unsafe flying will result in disqualification.
- Track Rules: Each participant will complete one timed flight through the aerial course.
- If a drone crashes or loses control, marshals may assist with recovery the timer will continue to run.
- Missing a checkpoint or gate will result in a time penalty.

AERODASH

RULES

- Safety Rules: Safety goggles must be worn at all times. Participants must adhere
 - to all safety instructions provided by event staff.
- Original Work: This is a skills-based event – no external help or substitution is allowed.
- Judgment: The decision of the organizers and judges will be final.

COMPETITION STRUCTURE AND TIMINGS

- Round 1: The Sky Sprint – Obstacle Flight
- Each participant will fly their drone through a custom-built aerial obstacle course.
- The timer starts when the drone takes off and stops when it crosses the final gate.
- The participant who completes the track in the shortest time wins.
- Time Limit: Each flight will have a maximum duration of 5 minutes. Exceeding the time limit results in disqualification.

JUDGING CRITERIA

Judging will be based on:

- Completion Time: Shortest total time to finish the course.
- Control & Precision: Smooth and accurate flight through obstacles.
- Safety & Fair Play: Adherence to safety protocols and event rules.
- The participant with the fastest valid completion time will be declared the winner.

ARTLETICS

EVENT OVERVIEW

ARTLETICS is a poster making competition conducted in a spacious environment in a duration of three hours. The general theme of the competition is “Tech Integrated Outdoor Sports”. The participation shall use their imagination to create a work of art based on the theme of the competition

RULES

- Team Participation: Individual Participation (1 member)
- Rounds: The competition will be conducted in one round of three hours
- Material Requirement: Chart papers shall be provided, paints to be brought by the participants
- Original Work Only: All content must be created during the event. Pre-created work is strictly prohibited. Ideas, however, can be taken from the internet.
- Fair Play: Teams cannot collaborate with non-members or seek external help
- Content Guidelines: All submissions must be original, appropriate, and free from plagiarism or copyrighted material
- Judgment: The decision of the judges and organizers will be final
- Plagiarism Policy: Any plagiarized or pre-existing work will result in automatic disqualification

ARTLETICS

COMPETITION STRUCTURE AND TIMINGS

The competition is of three hours where the participants shall be required to complete the posters based on the given theme.

JUDGING CRITERIA

Judging will be based on depth and visual impact, completeness, originality, aesthetics, and theme relevance.

TECH DEBATE

Event Description

The Reverbs Debate Competition aims to foster analytical thinking, persuasive communication, and intellectual discourse among participants. The event will feature two rounds – an Oxford Debate followed by a Turncoat Debate.

- Round 1 – Oxford Debate: Teams of two will debate on a motion, one speaking for and the other against. Each team will be allotted a fixed time for presenting their arguments and rebuttals. The top-performing participants will qualify for the second round.
- Round 2 – Turncoat Debate: This is an individual event where participants must argue both for and against a given motion within a single speech. The ability to switch perspectives fluently and argue

ROUND	STEPS	PARTICIPANTS	TIME LIMIT	SELECTION
Oxford Debate	Team (2 members)	One for, one against	3 mins per speaker + 1 min cross questioning	Top 6–8 individuals qualify
Turncoat Debate	Individual	Switch sides mid-speech	2 mins total (1 min each side)	Final winners determined

TECH DEBATE

CATEGORY	MAXIMUM MARKS	DESCRIPTION
Content and Relevance	25	Strength, logic, and structure of arguments
Clarity and Communication	20	Articulation, pronunciation, and coherence
Confidence and Delivery	15	Stage presence and persuasiveness
Rebuttal / Response	20	Ability to counter and respond logically
Time Management	10	Adherence to allotted time
Creativity / Wit	10	Original thought and impactful presentation

Rules and Regulations

1. Eligibility: Open to all SMIT students and students from colleges invited for the Fest (both UG and PG).
2. Language: English only.
3. Team Formation:
 - Oxford Debate: Teams of two (from same or different departments).
 - Turncoat Debate: Individual participation only.
4. Topics: Topics will be disclosed:
 - Oxford Debate: 24 hours before the event.
 - Turncoat Debate: 10 minutes before performance.

TECH DEBATE

Rules and Regulations

5. Time Limit: Strictly enforced. Exceeding the limit may lead to deduction of up to 5 marks.
6. Rebuttal: One minute of rebuttal will be provided after both sides finish speaking.
7. Turncoat Switch: In the turncoat round, the participant will switch stance after one minute upon a cue from the moderator.
8. Use of Props / Aids: Not allowed except note cards.
9. Plagiarism: Copying or reciting pre-written speeches from external sources is discouraged and may result in disqualification.
10. Judging: Judges' decision will be final and binding.

Conduct and Fair Play

- All participants must maintain decorum and respect toward fellow debaters, judges, and the audience.
- Personal attacks, offensive remarks, or derogatory language will lead to immediate disqualification.
- Judges and moderators have full authority to intervene if the debate deviates from respectful discourse.
- Any attempt to influence judges or disrupt proceedings will result in penalties.

Winner Determination

- Cumulative scores from judges will determine the ranking.
- In case of a tie, the Rebuttal Score and Content Score will be used as tie-breakers.
- Final winners will be declared after the Turncoat Round.

TECH DEBATE

Judging Panel

The judging panel will consist of experienced faculty members and external evaluators with expertise in communication, debate, and critical reasoning.

SPY AMONG US

Game Overview:

Each member of the team have a letter to the password to their safe. All teams have to play a series of games and based on the results, the spy from the winner team takes a member of the other team as hostage and interrogates them with a fixed number of questions to reveal their code (letter).

Eg., "Is your letter a vowel?" or "Is your letter in the first half of the alphabet?"

Spy: A fixed member of the team chosen to interrogate and reveal the code (letter) from the hostage.

Hostage: Bound by code of conduct, has to answer honestly.

Goal: To reveal the code of the other team and gain their assets.

Rules:

1. For each round, a member is chosen to play a centralised game.
2. The winner team sends their spy to interrogate a chosen hostage of the loser team.
3. The spy can ask only a fixed number of yes/no questions.
4. The hostage has to answer honestly and may give up their code if the spy guesses it correctly.
5. The last round of this game is a bonus round and the winner of this round can gain access to the codes gained by any team of their choice. (resolved scalability issue).

SPY AMONG US

Games suggestions for each round:

- Trial of Trust: One player must get through an obstacle blindfolded while others guide them verbally.
- Hop & Duel: The members must jump through a path and play a game of stone-paper-scissors when faced with an opponent.
- Magic booth: Each team has to travel to different country booths (3 out of 5 booths) and play the designated game. For each game, they are given pass/fail card. The team with the maximum pass cards wins the rounds. The catch is: the teams travels the countries based on what they picked from a bowl. Not all country games have the same level of difficulty. This is a bonus round game which allows the winner to take the codes from any selected team of their choice.

Scalability:

Suppose a scenario, 10 teams with 5 members each play the games. All teams choose a player for game. The winner gets to choose a hostage from any team to interrogate and reveal their codes.

(A,B,C,D,E,F,G,H,I,J)

- Suppose R1: Team A won, the spy(fixed at the beginning) chose team F to interrogate. Failed.
- R2: Team A won again, since they realised they cannot break through the hostage of team F, they move on to team C.

Bonus Round: Now team B however was keeping track of the winnings of the other teams. And they won this round as well. Now they can choose any team to gain access to all the codes that they have gained throughout the game.

IDEATE 2 INNOVATE

Team Formation

- Participants can register individually or in teams of up to 3–4 members
- Each team must nominate one Team Leader for official communication.
- Inter-departmental collaboration is encouraged to promote diverse innovation and teamwork.

2. Idea Guidelines

- Each team must identify a real-world problem and propose a feasible, innovative, and technology-driven solution.
- All ideas must be aligned with one or more of the United Nations Sustainable Development Goals (SDGs) – focusing on sustainability, inclusion, and global impact.
- The solution must demonstrate a clear technological foundation , such as software, hardware, IoT, AI/ML, data systems, or digital transformation components.
- Every idea should have business relevance and market applicability – showing how it could function as a viable product, service, or startup concept.
- Each submission must include:
 1. Problem Statement (aligned with SDGs)
 2. Proposed Tech Solution
 3. Innovation / Uniqueness
 4. Business and Market Use Case
 5. Feasibility and Scalability
- Plagiarism, duplication, or resubmission of previously presented ideas will result in immediate disqualification .

IDEATE 2 INNOVATE

Presentation Round

- There will be a single main round consisting of a live presentation before the judging panel.
- Each team will be given 7 minutes total :
 - 5 minutes for presentation.
 - 2 minutes for Q&A with the judges.
- Presentations should be concise, clear, and visually supported (slides, posters, or digital demonstrations).
- Teams may optionally showcase working prototypes, mock-ups, or demo models , which will earn additional advantage points during evaluation.

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IDEATE 2 INNOVATE

Judging Criteria Ideas will be assessed based on the following parameters:

- Innovation & Creativity – Originality of the concept and technological novelty.
- Technical Feasibility – Practicality and implementation scope.
- Market & Business Potential – Real-world relevance, demand, and scalability.
- Impact & SDG Alignment – Contribution to sustainable and inclusive development.
- Presentation & Communication – Clarity, structure, and engagement during delivery.
- Prototype / Demonstration (Bonus) – Additional points for working or demonstrable models.

General Guidelines

- All participants must adhere to the event schedule and reporting times
- Presentations must be in English and created using a professional format.
- AI tools may be used for ideation support, but not for generating entire project content.
- The decision of the jury and organizing committee will be final and binding.
- Participants must maintain professionalism, respect, and decorum throughout the event.
- Any form of misconduct or plagiarism will result in disqualification .

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PHOTOGRAPHY CONTEST

Games suggestions for each round:

Capture the pulse of Tech-Adrishta 2025 through your lens! The Photography Competition invites participants to showcase their creativity by capturing raw, real-time moments from the fest.

Theme:

Raw Photographs Taken During the Tech-Adrishta.

Rules:

1. Eligibility: Open to all college students (individual participation only).
2. Participants will submit one picture each. The picture should not be more than 25mb in size.
3. Basic enhancements like Exposure, Contrast, Highlights, Whites, Blacks, Temperature and Tint are allowed.
4. The picture must be taken during Tech-Adrishta within the college/event premises.
5. The picture should not contain any vulgarity.
6. Photos must be in JPEG/JPG format.
7. Use of AI tools, compositing, or object removal tools are strictly prohibited.
8. Participants must retain the original file for verification (EXIF data may be checked).
9. Photos captured before or after the fest will not be accepted.
10. Judges will choose the winner and runner up on the final day of Tech-Adrishta.

PHOTOGRAPHY CONTEST

Category Selection:

Choose either Mobile or Camera category at registration – no switching allowed later.

Submission Guidelines:

1. Submissions must be made on the last day of the fest.
2. Each entry must include: – Participant's full name- Caption/title for the photograph.
3. File name Format:
SegmentName_ParticipantName.jpg
(eg: MobilePhotography_ABCD.jpg)
4. Late submissions will not be accepted.

Judging Criteria:

1. Photographs must align with the given theme or topic.
2. Content must be original, and plagiarism or copyrighted materials without permission are prohibited.
3. Creativity & Originality (20-30%)
4. Relevance to Theme (20-30%)
5. Technical Quality (focus, lighting, composition) (20-30%)
6. Storytelling & Engagement (20-30%)
7. Overall Impact (10-20%)

PHOTOGRAPHY CONTEST

Disqualification Criteria:

1. Photos taken before or after Tech Adrishta.
2. AI-generated, stock, or manipulated images.
3. Submitting more than one entry.
4. Failure to present the original file for verification.
5. Late submissions or violation of theme or format guidelines.
6. Excessive editing beyond the allowed limits.
7. No watermark or branding of any sort

LINE FOLLOWER ROBOT

GAME OVERVIEW:

LINE FOLLOWER is a robotics event where participants must design and control a robot that can autonomously follow a predefined track marked by a black or white line. The event tests precision, programming, and hardware control as participants tune their robots to complete the course in the shortest possible time without manual intervention. Only the most optimized and well-engineered robots will claim victory!

RULES

Participation: Team participation of up to 3 members is allowed. Each team must work independently on their robot.

Equipment:

- The track layout and surface details will be revealed on the day of the event.
- Teams may bring and use their own line-following robots.
- No external power supply is allowed during the run – robots must operate on an onboard power source (battery).
- The use of pre-built or commercial line followers is strictly prohibited
- all work must be original.

Track Rules:

- The robot must follow the designated line throughout the track.
- The track may include curves, intersections, and obstacles.
- Going off-track, skipping sections, or requiring human assistance will add time penalties.
- Only one restart will be permitted per team.

LINE FOLLOWER ROBOT

RULES

Decorum & Safety:

- Participants must handle all equipment carefully and avoid damaging the track or surroundings.
- No physical interference with the robot during a run is allowed.
- Teams must maintain discipline and follow instructions from event coordinators.

Fair Play: Teams must not interfere with another team's robot or workspace. Violation of any rule or use of unfair means will lead to disqualification.

Judgment: The decision of the judges and organizers will be final and binding.

COMPETITION STRUCTURE AND TIMINGS

- Round 1: Time Trial – Precision Run

Each team will have one official timed run on the given track. The robot's goal is to complete the course as quickly as possible while staying on the line.

- Round 2: Advanced Track (Finals)

Top-performing teams from Round 1 will face a more challenging track with sharper turns, intersections, or variable lighting.

LINE FOLLOWER ROBOT

JUDGING CRITERIA

Judging will be based on:

- Completion Time: Total time taken to finish the track.
- Accuracy: Ability to stay on the line with minimal deviations.
- Design & Innovation: Efficiency of the robot's design, sensors, and logic.
- Stability: Consistent performance and recovery from minor errors.
- Fair Play: Compliance with event rules and good sportsmanship.

The team with the fastest and most accurate robot will be declared the winner.

BRIDGE THE GAP

GAME OVERVIEW

BRIDGE THE GAP is a test of creativity, engineering skills, and teamwork, where participants are challenged to design and construct a bridge using the materials and equipment provided by the organizers. The goal is to create a structure that can withstand load, balance, and design constraints within the given time frame. This event encourages innovation, problem-solving, and precision – only the most stable and well-designed bridges will stand tall!

RULES

- Participation: Team participation of 3 members is allowed. Each team will work collaboratively on a single model.
- Equipment: All required materials and tools will be provided by the organizers.
- Participants are not allowed to bring external materials or tools unless explicitly permitted by event coordinators.

Decorum & Safety:

- Participants must handle all tools and materials responsibly.
- Any damage to equipment due to negligence may lead to disqualification.
- Maintain proper decorum in the work area and avoid any unsafe behavior.
- Time Limit: Teams must complete their bridge within the deadline announced by the organizers.
- Exceeding the time limit will lead to penalties or disqualification.

BRIDGE THE GAP

DESIGN GUIDELINES

- The bridge must adhere to the specifications provided at the start of the event (such as length, width, or load capacity).
- Pre-assembled or pre-designed structures are strictly prohibited.
- Structural integrity, stability, and design efficiency will be key judging parameters.
- Fair Play: Teams must work independently – no external help or collaboration with other teams. The use of unfair methods or violation of event instructions will result in disqualification.

COMPETITION STRUCTURE AND TIMINGS

- Round 1: The Build Phase – Bridge Construction

Teams will receive all materials and must construct a functional bridge within the allotted time. Organizers will monitor progress and ensure fair play.

- Round 2: The Test Phase – Load Challenge

Completed bridges will undergo a load-bearing test to determine their strength, balance, and durability.

JUDGING CRITERIA

- Judging will be based on:
- Structural Strength: Ability of the bridge to withstand load without failure.
- Design & Innovation: Creativity, stability, and engineering approach.
- Material Efficiency: Optimal use of the provided materials.
- Time Management: Completion within the given timeframe.
- Team Coordination: Effective collaboration and distribution of work.
- The team with the strongest and most efficient bridge design will be declared the winner.

TECH QUIZ

GAME OVERVIEW

TECH QUIZ is a fast-paced, knowledge-driven event that challenges participants' technical expertise, analytical skills, and presence of mind. Teams will battle through multiple rounds of technical questions that increase in difficulty, testing both depth and speed of knowledge. Only the most technically adept and quick-thinking teams will emerge victorious!

RULES

- Participation: Team participation of 3–4 members is allowed. Each team must register before the event begins. Teams must maintain discipline and respect event decorum throughout.
- Quiz Format:
- The quiz will consist of 3 main rounds and a tie-breaker round if required.
- All questions will be purely technical, covering:
 - Core engineering and computer science concepts
 - Electronics, mechanical, electrical, and IT fundamentals
 - Innovations, emerging technologies, and modern tech trends
 - Logical and analytical reasoning applied to technology
- Fair Play:
- Use of mobile phones, calculators, or any electronic aids is strictly prohibited.
- Teams must not discuss or share answers while another team is attempting.
- Any violation of rules will lead to immediate disqualification.
- The decisions of the quizmasters and organizers will be final and binding.

TECH QUIZ

COMPETITION STRUCTURE AND TIMINGS

- Round 1: Rapid Fire Round – Quick Tech Reflex
- Each team will face a set of fast-paced technical questions.
- Correct answer: +1 mark
- No negative marking in this round.
- The round tests spontaneous technical recall and accuracy under time pressure.
- The team(s) with the lowest total score will be eliminated.
- Round 2: The Tech Pursuit – Advanced Concepts
- Each correct answer: +1.5 marks
- Wrong answer: –1 mark
- This round features deeper, application-based technical questions.
- Teams with the lowest cumulative score after this round will be eliminated.
- Round 3: The Final Showdown – Expert Arena
- Each correct answer: +2 marks
- Wrong answer: –1.5 marks
- This round will challenge participants with high-level technical problems and scenario-based questions.
- The team with the highest total after this round will be declared the winner.
- Tie-Breaker Round
- In case of a tie, a sudden-death or buzzer-based tie-breaker will be held.
- Each question carries 1 mark; no negative marking.
- The team answering correctly first wins the tie-breaker.

TECH QUIZ

JUDGING CRITERIA

- Judging will be based on:
- Total Score: Aggregate points across all rounds.
- Accuracy: Number of correct vs incorrect answers.
- Response Time: Speed and clarity during rapid fire or buzzer rounds.
- Team Coordination: Effective collaboration under time pressure.
- Fair Play: Following all rules and maintaining professionalism.
- The team with the highest valid total score after all rounds will be declared the winner.

THROUGH MY LENS

GAME OVERVIEW

Welcome to Through My Lens a unique cinematic storytelling competition under Tech Adrishta! Here, your camera becomes your voice. Participants are challenged to capture the spirit, energy, and emotions of Tech Adrishta through their own point of view (POV), crafting a short cinematic story that reflects their perspective of the event. You can present your film as a mini-documentary, creative recap, or short cinematic piece. Feel free to use voiceovers, background music, cameos, transitions, or effects to enhance your storytelling.

Event Timeline

- Theme: The Spirit of Tech Adrishta
- Submission Deadline: 12:00 PM (noon) on the final day of Tech Adrishta
- Video Format: Landscape (16:9)
- Duration: 2–4 minutes

Competition Structure

- Round 1– Cinematic Re-Shoot:

Reinterpret the Tech Adrishta event through your own cinematic vision. Focus on creative angles, visual storytelling, and emotional flow. Use music, voiceovers, cameos, and effects to enhance your film.

- Round 2 – Real-Time Shooting Challenge (Bonus Round):

An on-spot filming challenge where participants capture the event as it unfolds – raw, real, and creative.

THROUGH MY LENS

JUDGING CRITERIA

Submissions will be evaluated based on:

1. Cinematography & Composition
2. Creativity & Originality
3. Editing & Transitions
4. Sound & Music Use
5. Overall Storytelling Impact

Selected videos will be featured on Tech Adhrishta's official Instagram and YouTube pages.

RULES & GUIDELINES

1. Shoot in landscape orientation (16:9) only.
2. Duration: 2–4 minutes.
3. Team size: 1–3 members.
4. All footage must be original (no stock clips).
5. Submissions must be made before 12:00 PM on the final day.
6. Ensure clear visuals and audible sound.
7. Judges' decisions are final.

LIGHTS. CAMERA. CREATE.

Capture the essence of Tech Adrishta because every frame tells a story.