



ST. XAVIER'S COLLEGE JAIPUR

A Christian Minority Jesuit Educational Institution under Section 2(g) of NCMEI Act, 2004
Affiliated to the University of Rajasthan, Approved under Section 2(f) and 12(B) of UGC Act, 1956

DEPARTMENT OF COMPUTER SCIENCE

IN COLLABORATION WITH
TECH - X (IT CLUB)



TECHNOID

TECHVOLUTION

90'S SAGA TO FUTURISTIC FUN

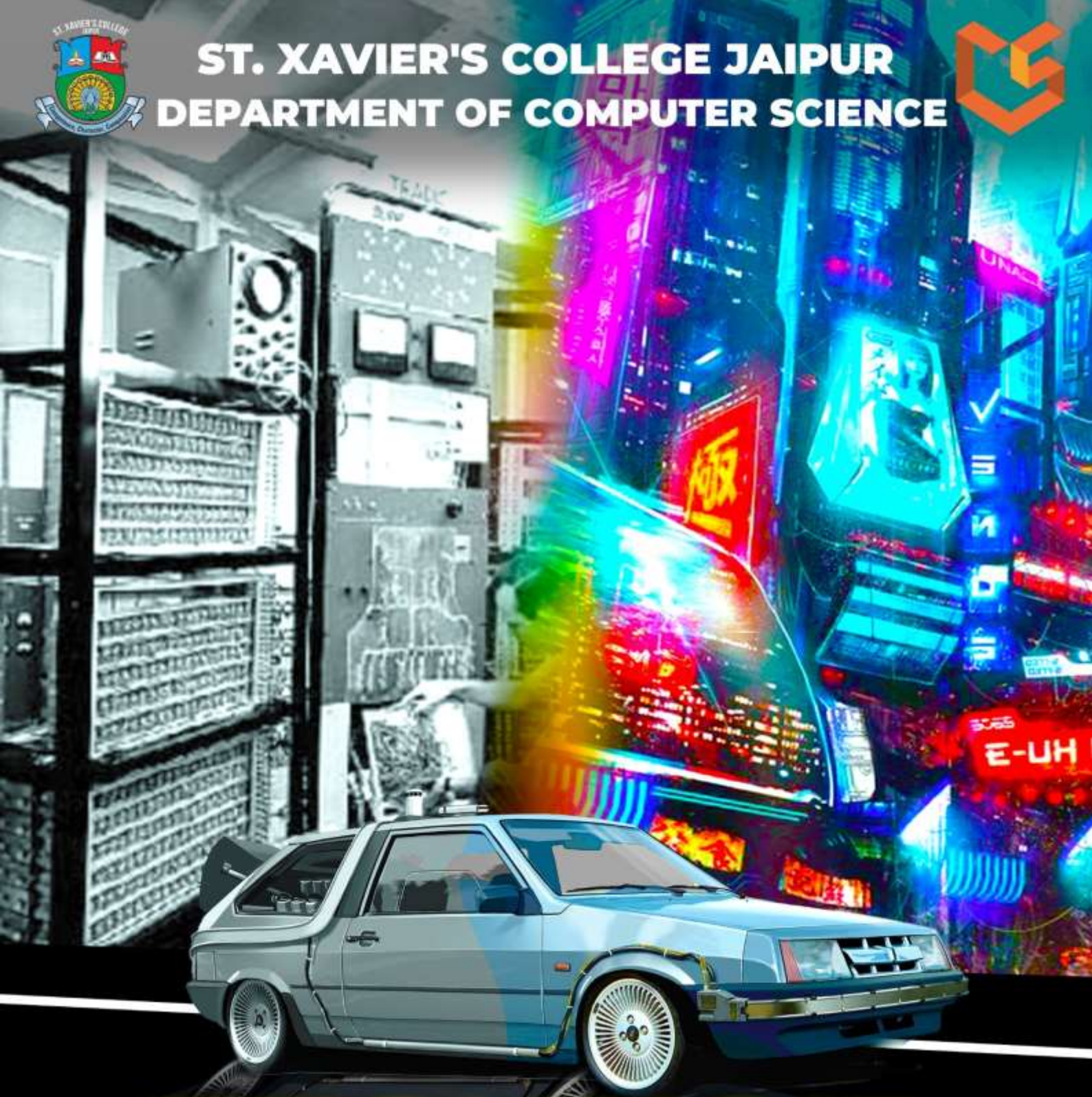


RULEBOOK

2023



ST. XAVIER'S COLLEGE JAIPUR
DEPARTMENT OF COMPUTER SCIENCE



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TECHVOLUTION

90'S SAGA TO FUTURISTIC FUN

7 OCT 2023

TEACHER COORDINATOR
DR ARPITA BANERJEE
(HOD COMPUTER SCIENCE)

ORGANIZER
PROF FR S XAVIER SJ
(PRINCIPAL)

STUDENT COORDINATOR
SUSHANT XAVIER ANDREW
(PRESIDENT TECH-X CLUB)

 
TECHNOIDFEST

ST. XAVIER'S COLLEGE JAIPUR
NEVTA - MAHAPURA ROAD, 302029

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ST. XAVIER'S COLLEGE JAIPUR DEPARTMENT OF COMPUTER SCIENCE



AFFILIATED TO UNIVERSITY OF RAJASTHAN, APPROVED UNDER SECTION 2(F) AND 12(B) OF THE UGC ACT, 1956
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7 OCT 2023

GAMER'S LEAGUE

(LAN GAMING)

SPEED RUN

(RETRO GAMES)

TECHWALK

(FASHION SHOW)

TECH TRIVIA

(TECH QUIZ)

CODESMASH

(DEBUG IT)

SHORT FILM

(PRE - EVENT)

CRAFTED CANVAS

(POSTER MAKING)

IT - FACE OFF

(DEBATE)

TECHNOID PREMIER LEAGUE

(PLAYER AUCTION)

TREASURE HUNT

FUN ACTIVITIES



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About the College

Everyone has an idea, something which they can look forward to, of which they may dream, and for which they may strive Competence, Compassion, and Character. These are the fundamental values that fuels St. Xavier's College, Jaipur.

Our college is a house of modernity and acceptance. St. Xavier's College, Jaipur is distinguished by a singular, intensive core curriculum that provides all the benefits. Xavier's has always supported academic goals and has given its students a compatible and stimulating physical and social environment. It is a place that offers a community in which one can thrive and achieve great heights, appropriate for your preparation and aptitude. It provides the total and harmonious development of the individual.

St. Xavier's College, Jaipur is a place where students have close contact with prize-winning and path-breaking faculty, a comprehensive advising system, and a community where individuals can interact with their peers in a deep, meaningful way both inside and outside the classrooms. The academic programs are supported by well-experienced and dedicated faculty, which is committed to equipping the student with the knowledge and skills needed to succeed in today's rapidly changing world. Xavier's is a place where students are free to explore their potential.



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**DEPARTMENT
OF**

COMPUTER SCIENCE





About the Department

“We aim to produce well-rounded individuals who can make a difference in society”.

The Department of Computer Science of St. Xavier’s College, Jaipur is a pro efficient branch, that offers technical and professional competency to students and aids in inculcating moral and ethical values. We the department of computer science aim to prepare young minds for the challenging opportunities in the IT industry with a global awareness rooted in the Indian soil, nourished, and supported by experts in the field.

The Department provides a platform to work on core concepts blended with latest technologies. The vision of the department is to enable excellence in the world of computer science and information technology and instil research motivation among the candidates of the department. The Department is guided to enrich the learning patterns, entrepreneurial orientation and improvise the problem-solving strategies. This also aims at providing a preliminary yet inclusive view of established and emerging IT areas in diverse scientific fields with an application-oriented approach to create technically knowledgeable.

The Department of Computer Science is blessed with the guidance and cooperation of the faculty members is one of the attracting features of the department, which enlivens the students to stretch their wings, so that they can fly higher than their dreams with the growing technology of this era.

“We are committed to nurturing the best and brightest minds since 2010”.



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About Tech-X Club

The TECH-X club at St. Xavier's College, Jaipur was founded with the motive of assisting students in pursuing their interests and passions while bringing people together. The Tech-X Club aims to provide students with various opportunities to acquire knowledge in the Information Technology sector and to develop a profound respect and understanding of technology. The Cell organizes valuable seminars, webinars, workshops, conferences, and other events throughout the year. The TECH-X Club members hope to raise public awareness about the use of technology while advancing their education.

When a person is a part of a group, they are aware of their identity, interests, and goals. The students can exhibit their adaptability, organizational skills, ability to work in teams, leadership abilities, and service-oriented thinking. Communication opportunities are being created among Club members, which is beneficial because it encourages the expansion of their activities.

The objective of the club is to bring forth student's excellence in technology and new media industries, to build a vibrant community of people with interest in high-tech and new media, to provide networking opportunities. The club takes up the responsibility and supports the conduction of seminars, workshops, events, and training programs throughout the year.



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Annual Tech Fest “TECHNOID”

"Retro Visions, Future Horizons: Where Innovation Knows No Bounds."

Technology has transformed our lives, from the humble beginnings of the 1990s to the awe-inspiring advancements of today. The department of computer science of St Xavier's college Jaipur brings you their annual IT fest Technoid 2023 “Techvolution: 90’s Saga to Futuristic fun”. This theme celebrates the evolution that has reshaped our lives, turning dreams into reality and sparking the excitement of what lies ahead. It's a bridge between nostalgia and innovation, promising a tech-driven adventure filled with learning and exhilaration.

Technoid stands out for its remarkable lineup of events, ranging from Tech Trivia to Gamers League – offering a comprehensive spectrum of opportunities. The Department of Computer Science aims for developing interest and innovation among the students. This Inter-Collegiate departmental fest provides you with a platform to showcase your technical skills and interact with other like-minded people. It provides multiple workshops that will give you prominent insight into technology. Consisting of 8-10 thoughtfully crafted events, this yearly IT festival is meticulously tailored to cater to the varied requirements and preferences of undergraduate, postgraduate, and IT engineering colleges. It also incorporates an element of enjoyable activities to enhance the overall experience.

Participants are required to pre-register for the event on the Technoid website (<https://technoid.sxcjpr.edu.in/>) to present their most innovative ideas. Notably, cash prizes await the winners and runners-up of tagged events, aiming to inspire excellence. Our primary goal is to cultivate a profound understanding of technology and ignite a passion for tech prodigies among students. Make sure to save the date and be part of this year's annual IT fest, scheduled for October 7th, 2023.



TECHNOID

TECHVOLUTION

90'S SAGA TO FUTURISTIC FUN



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GENERAL RULES

- The registration fee for the event is Rs. 200/- and the on-spot registration fee is Rs. 400/- per person.
- The registration fee is non-refundable.
- Each participant must provide a valid college ID, and school students provide their respective school ID.
- Students taking part in the events can register before or on the day of the fest at the registration desk, one hour before the commencement of the event.
- An event may be cancelled if there are less than 5 registrations.
- Participants should go through the event rules and adhere to the specifics before registering. Students should refrain from abusive language, obscene displays, and revealing costumes during the competition, failing which they will be disqualified.
- Smoking, drinking, and consumption of any intoxicating substances are prohibited.
- A participant can participate only in one event during the simultaneous timings for other events; a participant is not restricted to participating in any number of events if the event timings do not clash. All the events will commence at the scheduled times.
- The judge's decision shall stand final.
- Participants must report one hour before the events begin.
- Certificates of Participants will be given to all those who participate in the events.
- **Rules are subject to change at the discretion of the management /organizers.**



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INTRODUCTION

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- CRAFTER CANVAS (DESIGNING)
- TREASURE HUNT
- FUN ACTIVITIES

REGISTRATION LINK

<https://in.explara.com/widget-new/technoid-ugurep4kilex1br?vm=m>

WEBSITE LINK

<https://technoid.sxcjpr.edu.in/>

- Phase I Registration TECHNOID'23
 - Registration: Rs. 200 per head
 - Last Date: 28th September 2023
- Phase II Registration TECHNOID'23
 - Registration: Rs. 250 per head
 - Last Date: 6th October 2023



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DETAILS

- Organizer: Department of Computer Science
 - Date of Event: October 7, 2023
 - Time: 9:00 am-6:30 pm
 - Registration Deadline: October 7, 2023
 - E-Certificates: Will be issued to the participants.
 - Contact us: @technoidfest
- Admin & Registration Head:
 - Siddharth Chordiya (+91 70734 74996)
 - Shivam Gidwani (+91 77424 67366)
 - Public Relation Head:
 - Sorabh Joshi (+91 99825 41337)
 - Technical Head:
 - Shreya Sharma (+91 97999 05332)
 - Rohan Koshy Jacob (+91 96011 19211)



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CODESMASH



REGISTER NOW



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CODESMASH

"Bugs tremble, code thrives, and champions emerge."

The Programmers do not just explain a solution, they code it. They not only find a fault they debug it. So, to examine your programming skills let's go deep inside the sea of programming and begin the event "Code-Smash".

GENERAL RULES:

- Internet facility will not be provided.
 - Cell phones are strictly prohibited.
 - If any participant breaks the rules will be directly eliminated.
 - The decision of the judges will be the final judgment.
- ❖ Students are allowed to choose any one language: -
1. C
 2. C++
 3. Python

Round 1: Coding Round

- Time limit – 10-20 minutes (May vary according to the number of questions)
- Minimum of 3 Programs and a Maximum of 5 programs will be given.
- Any modifications given by the judges will be updated.

Round 2: Debugging Round

- Time limit – 15 minutes for 5 Questions.
- Incomplete programs with errors will be given.
- The block of code shall not be edited on your own only the error part should be edited.





CONTACT FOR MORE DETAILS-

EVENT MANAGER	EVENT ASSISTANT COORDINATOR
SUSHANT XAVIER ANDREW (+91 63779 12314)	ANDRIA PAUL (+91 73569 45749)
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TECH TRIVIA



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TECH TRIVIA

“Tricky n Techie is what it is. Unfold your neurons and take a turn on a mind-boggling journey of Q n A's. Put your tech-savvy minds on the run and gauge on some nerdy fun.”

Quizzes are a great way to break away from the monotony of classroom learning. It's a pleasure for the brain and food for thought. It can accomplish anything from being one's pastime to bigger things like spreading awareness and bolstering ties.

GENERAL RULES:

- A total of 30 questions will be asked from the participants.
- The time limit for answering each question is 10 seconds for 1st and 2nd rounds.
- The time limit for answering each question is 15 seconds for the 3rd round.
- For each correct answer, participants will be awarded with:
 - 5 points in round 1
 - 10 points in round 2
 - 20 points in round 3
- There is no elimination round, the participant with the highest point will be the event winner.

Round 1: Test Your Knowledge (15 Questions)

- The technology quiz questions will test how much you know about computers.
- For each correct answer, participants will be awarded 5 points.
- The time limit for answering each question is 10 seconds.

Round 2: Emoji in Tech (10 QUESTIONS)

- The participants will be given riddles based on emoji and they will be given 10 seconds to crack the mysteries.
- For each correct answer, participants will be awarded 10 points.
- The time limit for answering each question is 10 seconds.

Round 3: Retro Phonic (5 QUESTIONS)

- For each correct answer, participants will be awarded 20 points.
- The time limit for answering each question is 15 seconds.



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IT FACE-OFF

DEBATE

SUPPORT



AGAINST



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IT FACE-OFF

"Where bytes of knowledge collide, ideas ignite, and tech debates take flight."

Join us for an exhilarating IT Debate event where technology enthusiasts and experts gather to showcase their knowledge and debate their views on the latest trends and challenges in the world of Information Technology

The "IT Debate" event is not only an intellectual competition but also a celebration of the ever-evolving world of technology. It encourages collaboration, fosters a deeper understanding of IT challenges, and promotes the exchange of ideas among those who are passionate about the field. It's an exhilarating and informative experience that showcases the dynamism of the IT community.

GENERAL RULES:

- A specific IT-related topic will be assigned to the participants before the event begins.
- Participants will have a dedicated 7-minute preparation time to gather their thoughts on the given topic.
- Two participants will engage in the debate simultaneously.
- A total of 10 minutes will be allocated to each debate session (5 minutes for each participant).
- The winner of each debate session will be determined by the judges based on the clarity and impressiveness of their arguments.
- The audience may be allowed to ask questions or provide feedback, but this will not count towards the judging process.
- Participants must maintain a respectful and professional tone during the debate. Personal attacks, offensive language, or disruptive behavior will not be tolerated.
- Participants must adhere to their allotted speaking time, and the moderator will enforce time limits.

CONTACT FOR MORE DETAILS-

EVENT COORDINATOR	EVENT ASSISTANT COORDINATOR
SANIYA PAREEK (+91 74249 48042)	VANSHIKA BAIRATHI (+91 93144 53558)



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SPEED RUN



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SPEED RUN

“Remembering is the defining trait of our period because of the twofold urgency resulting from the blurring of the future and the obscuring of the past.”

"Speed Run" is known for our retro-themed, nostalgic video gaming competition Tekken 3, Mario, and Road Rash were used as examples of great video games to demonstrate the point. This competition will be remembered for its fun and excitement.

HUSTLE MODE IS ON!

Grab the opportunity to showcase your skills and let your enthusiasm dive into (The Vintage Era). So, fasten your seatbelts and get ready to witness the nostalgia!

GENERAL RULES:

- The game will be played by individuals only.
- The scoreboard's verdict must be final and cannot be changed.
- Participants shall not be allowed to use mobile or other electronic instruments.
- The game will be conducted in offline mode.
- We will provide you with the systems.
- If there is a tie between two players then they will play that round again.
- Systems will be provided by our team only, keen and vigilant supervision will be there, and cheating will lead to disqualification.

Round 1: -

Road Rash- There is one race among all the players, who complete the race will go to the next round and with the minimum timing.

Round 2 and 3: -

Tekken 3- In this round participant will compete with each other in a (1 vs 1) match. Assuming 4 participants-A, B, C, D

- A vs B, the winner will go to the finals.
- C vs D, the winner will go to the finals.

Round 4: -

Mario- In this each player will play the Mario game and who complete 3 levels of the game with the minimum timing will go to the next round.



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Round 5: -

Pocket Tanks- In this final round both the finalists will compete with each other, whoever knocks their other opponent will grab 1st position as the winner.

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TECHWALK



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TECH WALK

"Where tech meets fashion, and the runway meets the real world."

"Get ready to witness the ultimate fusion of fashion, technology and Halloween at the Tech walk Fashion Show! It's a cutting-edge showcase of futuristic designs and Halloween-inspired outfits that will leave you in awe. Don't miss out on this mind-blowing fashion extravaganza!"

Tech-walk provides you with a platform to display your creativity in the spirit of the saying *"Creativity is having fun with intelligence."* You're good with makeup, right? Therefore, we are letting you use your makeup brushes. Bring your thoughts to life by keeping your palettes prepared and your ideas highlighted. Although most people are interested in the technical, why not make a shift by fusing technology and fashion?

GENERAL RULES:

Round 1: Ramp Walk

- Participants will be judged on the basis of:
 - Walk
 - Makeup
 - Expression
 - Attire
- Participants will have to perform on the provided sound tracks only.
- Green rooms will be provided for changing purposes.
- Participants are requested to dress decently.
- The decision of the judges will be final and binding.

Round 2: Talent Round

- Participants will get 1 minute time to showcase their talent.
- Participants are requested to maintain the decency.

Round 3: Questionary Round

- Participants will be asked questions related to themselves.
- Final judgement will be done after the questionnaire round.



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TECHVOLUTION

90'S SAGA TO FUTURISTIC FUN



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GAMER'S LEAGUE

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2023



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GAMER'S LEAGUE (LAN GAMING)

“Gamer since childhood? Enter the ring of Lan Gaming, and prove yourself in this furious, majestic showdown to emerge as the star player.”

Gamers League provides you with a platform to display your gaming skills and win exciting rewards. Get your Gaming setup on, RGB lights on, and let the world see what you have inside you!

FIFA RULES

1. Player has to be present in the college on the day of the event.
2. The game will be played on PS5.
3. The matches will be 1v1 knockout.
4. You are allowed to select any team of your choice from the options available (except all-star teams like Adidas All-star or World Star XI).
5. Opponents can play with similar teams with different jersey colours.
6. In case of a tie, the game will be resumed with a penalty shoot.
7. The general settings of the match will be set by the organisers.
8. The full-time length of the game in Round 1 will be 4 minutes and a minute will be added on with succeeding rounds.
9. The game will be played in legendary level difficulty.
10. In case of any technical problem in the game, the game will restart.
11. You are not allowed to pause the game if the ball is with the opponent.
12. You can substitute players only when the ball is with you or there's a free throw in the game.
13. The fixtures of the match will be set by the organisers and the opponents will be notified of the timings of their match.
14. The game will be knockout based, the players who qualify will be taken to the next knockout round.
15. The final match of the tournament will be of 12 minutes as the full time.



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VALORANT RULES

1. Game Rules:

1.1 Game Account

- a) A player is allowed to have only one.
 - ❖ Valorant nickname has to be in the format Riot ID #Tagline. (Example: Mr Smith #EUNE). Any other format will be invalid.
- b) You are not allowed to share or use another person's game account. Your account is for your use, and your use alone.

1.2 Teams

- a) Each team must consist of at least 5 players.
- b) Each team will be allowed to have 5 main players and 1 substitute. Once the tournament starts, you cannot replace any player.
- c) A substitute player may only be added before the Tournament Start.
- d) This player cannot be part of any other team which is participating or has participated in the same tournament.
- e) Match has to be played in the following format: 5v5.
- f) A player is allowed to represent only one (1) team in the same tournament.
- g) If you are a solo player/ don't have a team, you'll be paired with random teams by the Event Coordinators.

1.3 Mode of The Event

- a) The Event will be conducted on Online Mode.
- b) Each player is requested to play from their personal devices.
- c) If any player is playing from within the college campus then the event management is not liable to provide internet services.

2. Match Rules:

2.1 Before the match starts:

- a. The tournament Round will start as scheduled unless said otherwise. Some rounds might get delayed, for all the information please check our discord, where all information is current.
- b. Your team has to finalize their representative (Captain) at the time of registration.
- c. Team captains of each team will have to choose maps and sides as described:





BO 1:

- A toss will be conducted. The winning team gets the chance to ban the first map from the map pool then the other team bans a map from the map pool.
- Until left with the single map
- The toss will be conducted for (Attackers/Defenders) to start on.

BO 3:

- A toss will be conducted. The winning team gets the chance to ban the first map from the map pool then the other team bans a map from the map pool.
- The first team gets to pick the first map and the opponent gets to pick their side (Attacking/Defending).
- The side on the final map will be decided through a toss.
- Team Captain is requested to record this process.
- After map selection team captains have to write that their team is ready in the lobby chat. The game should not start before that.
- The match has to start at the latest 15 minutes after the tournament round starts. Before starting team captains have to take a screenshot of the lobby.

2.2 During the Match:

- a. If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade.
- b. In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (Before the countdown in the game of round 1 reaches 0).
- c. If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remade.
- d. If the game started on the wrong map, the game has to be remade.
- e. To do the remake, all the players have to leave the match. Start the next game as soon as possible. Both team captains will have to write ready again. If the team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified. The game can be remade only once, the game has to be played in the way it started after the remake, even if issues will occur. The situation can still be reported in #tournament-support.
- f. If a player disconnects during the game, the match will be paused and the player will have 1 minute time to rejoin.
- g. Each team will have 2 strategic timeouts- 1 timeout for 1 half of the match. If any team call for more than 1 timeout in a single half then that team is liable to punishment decided by the event coordinators.



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- h. If the servers are acting badly for both teams or the game goes down, please report it to us in #tournament-support. Event coordinators are not responsible for any game lag (frame drops, game lag, network issues, etc...) during the match.

2.3 After the Match:

- a. Once the match finishes, both team captains have to take a screenshot of the results and post it in the #tournament-results on the Event Discord Server.
- b. On the game result screenshot, results above the scoreboard, all the players and information of the match on the right of the results have to be visible.
- c. If one of the teams will not send the screenshot within 15 minutes of the match ending, screenshot which was sent by the other team will be taken into account.
- d. If the screenshots of both teams are missing within 15 minutes of the match end, the game will not be counted and in the case of BO1, both teams will be disqualified.
- e. If the screenshots from both teams are not matching, the situation will be looked into by the LAN Lounge admin team. The team which provided the incorrect screenshot can be disqualified or banned based on the circumstances.

3. MATCH SETTING:

3.1 Maps:

-Bind, Haven, Split, Ascent, Lotus

3.2 Server Setup:

- a) Map: depending on which map was selected to be played from the map pool.
- b) Mode: Standard
 - Options:
 - Allow Cheats: Off
 - Tournament Mode: On
 - Overtime: win by Two: On
 - Primary Servers: Mumbai, Singapore 1, Singapore 2

If both teams formally agree to play on another server, then you are allowed to do so.

4. COMMUNICATION:

4.1 All communication with the players and teams is handled on the official event Discord Server. Important information will always be in the #tournament-information channel and if you need any support, #tournamentsupport is the channel you're looking for.

4.2 Any questions regarding upcoming and ongoing matches can be directed to the admin team.



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5. CHEATING:

- 5.1 It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users.
- 5.2 All cheats are completely forbidden to use under any circumstance while playing in any event at LAN LOUNGE. Using any cheat will result in bans and disqualifications. This includes, but is not limited to:
 - ESP
 - Radar hacks
 - Wall hacks
 - Speed hacks
 - Aim hacks
 - Hitbox manipulation
 - Teleportation (any kind of teleportation, which is not possible in the game).
- 5.3 The usage of a bug/bugs to gain an advantage versus your opponents.
- 5.4 If a team uses a player that has an active ban by LAN LOUNGE, the team will be disqualified from the tournament.

6. BETTING, GAMBLING, MATCH- FIXING AND TEAMING:

- 6.1 Players, coaches, team staff, team owners as well as hosts, and staff from GLL are prohibited from gambling or betting on any matches in any LAN LOUNGE tournament.
- 6.2 All sorts of match-fixing and/or teaming are strictly forbidden and will be punished. This may include temporary or permanent bans.

7. BEHAVIOUR AND SPORTSMANSHIP:

- 7.1 Show respect to everyone involved in the tournament. This includes but is not limited to players and staff.
- 7.2 Treat everyone the same way you would like to be treated yourself.
- 7.3 Always show integrity while playing in every tournament, be honest, and play fair.
- 7.4 Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation, or personal beliefs.





- 7.5 Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
- 7.6 Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.
- 7.7 Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
- 7.8 Do not share personal information about yourself or other individuals.
- 7.9 Do not engage in, request, arrange, or offer illegal activities or materials.
- 7.10 Do not impersonate other individuals.
- 7.11 Do not spam, be it in text or VOIP.
- 7.12 Do not share your account, your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.

8. FORMAT:

- 8.1 Depending upon the number of teams fixtures will be set by the event coordinators on a random basis.
- 8.2 The winning team will proceed to the next match while the losing team will be eliminated from the tournament.



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BATTLEGROUND MOBILE INDIA (BGMI) RULES

GENERAL RULES:

1. Sharing the ID and Password of the gaming room with an unregistered player is not allowed. If found, the player(s) shall be disqualified from the event.
2. Join the room before the game starts. If failed to do so, the participant will be disqualified without further discussion.
3. Only the Play Store or the App Store version of the game is allowed.
4. Hacking is strictly prohibited. If found hacking or using unfair means, the player(s) will be disqualified.
5. Organizers will restart the match if any setting of the server is incorrect or the game is disrupted due to any unforeseen incident.
6. The match can be delayed for cross-verification of the identification of the player(s).
7. Players will be assigned a "Team Code Number" through which they'll be assigned a random batch.
8. If you are a solo player/ don't have a team, you'll be paired with random teams by the Event Coordinators.

Round 1:

- a. The match will be played in Team Death Match (TDM) mode.
- b. The match will be played in Squad only.
- c. The match will be played in TPP form- Third-Person Perspective.
- d. The administrator has the right to spectate and record the gameplay of the match to ensure fair play.
- e. Map of this round will be WAREHOUSE.

Round 2:

- a. Qualified players for the finals will be informed by the admin team.
- b. The match will be played in Team Death Match mode.
- c. The match will be played in squad mode only.
- d. The match will be played in TPP form- Third-Person Perspective.
- e. This Round will be played in RUINS map.
- f. The administrator has the right to spectate and record the gameplay of the match to ensure fair play.
- g. The Final winner will be decided based on the best of 3 games.

***NOTE: - EVENT COORDINATORS HAVE THE RIGHT TO EXTEND TO MULTIPLE ROUNDS AND CHANGE GAME MODE TO CLASSIC DEPENDING ON THE NUMBER OF TEAMS/PLAYERS. ***



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T P L

TECHNOID PREMIER LEAGUE



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TPL TECHNOID PREMIER LEAGUE

“Lid it, Bid it, Try it, Buy it. Life is full of auctions. so come up with your strategic minds and claim the throne.”

“Going, going, gone!” An auction you can’t resist. As we all know, "Teamwork makes the dream work," so get together with your buddies and put together your ideal roster of players. This is your chance to put your business acumen to the test and demonstrate your leadership abilities. Let's see who has the best bid.

GENERAL RULES:

This is a team event, consisting of 5 members in each team.

Round 1: -

- There will be a cricket quiz related to IPL.
- Time Duration for attempting the Quiz will be 10 minutes.
- Top 10 teams will be selected for round 2.

Round 2: -

- 150 players will be available in the 'Auction for Players'.
- Players will be selected based on their performance in the premier league.
- All players available for auction will have some attributes from 0-100 (0 is the worst and 100 is the best) based on their stats in the premier league. The detailed performance of each player will be shown to the participant on the projector.
- Each team can spend up to 60 crores during the auction. Failing to spend within the limit will lead to disqualification.
- Each team must have 11 players (with minimum 4 batsmen, 4 bowler, 2 all-rounder, 1 Wicketkeeper) in their squad failing which they will be automatically disqualified.
- Only the team captain can submit the quiz, if multiple entries are submitted, only the first one will be considered.
- A Bid heard by the auctioneer first, will be considered.
- Bids placed after the auctioneer has counted down to 3 are redundant.
- There will be no cancellation of bids once placed.
- During the auction only the team leader can place the bid.
- The base price for the first 15 players will be 2 crores. The team can bid any value of money they want for the player on sale.



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- The base price for the next 35 players will be 1 crore. The team can bid any value of money they want for the player on sale.
- The base price for the next 40 players will be 50 lakhs. The team can bid any value of money they want for the player on sale.
- The base price for the next 60 players will be 20 lakhs. The team can bid any value of money they want for the player on sale.
- The unsold players will once again participate in the auction with a base price of 10 lakhs.
- The value of each player purchased by the team will be then added and the team with the highest value will be declared as the winner.
- Total score = (sum of rating of 11 players) +(overall team rating).

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90'S SAGA TO FUTURISTIC FUN

7 OCT 2023

SHORT FILM (PRE-EVENT)

THEME: 90'S SAGA TO FUTURISTIC FUN

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(HOD COMPUTER SCIENCE)

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SHORT FILM (PRE-EVENT)

Step into the world of filmmaking like never before! Introducing "90's to Cyberpunk: The Time-Travel Video Challenge," an exciting event that invites entrants to embark on a creative journey through time.

In this distinctive competition, participants will assume the role of imaginative filmmakers. Their mission is to create a captivating video that skilfully portrays the shift from the 1990s to the futuristic world of cyberpunk.

GENERAL RULES:

- Video should not exceed the time limit of one minute.
- The video should be in mp4 format.
- Participants have to submit their short film latest by September 29, 2023.
- Send you submission on techxclub@sxcjpr.edu.in

For further details visit our Instagram profile

@technoidfest

CONTACT FOR MORE DETAILS-

EVENT ASSISTANT COORDINATOR
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CRAFTED CANVAS



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CRAFTED CANVAS

“Your imagination is your only limit.”

GENERAL RULES:

- Poster Size: A4
- Media: The participants are allowed to download only three relevant images related to the theme which will be included in the poster.
- All poster designs must be original works of art. No trademark or copyrighted images or phrases should be used.
- Plagiarism is a serious offense and if the participant's work is found to be plagiarized his/her poster will be disqualified.
- Use of Vector-based images, maintaining alignment, avoiding paragraphs, appropriate font combinations & colour combinations are allowed.
- Poster can be made in Canva only.
- 30 mins will be given to make the posters.

JUDGMENT CRITERIA:

- Creativity
- Originality
- Clarity and Relevance of the content
- Innovation
- Presentation

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TREASURE HUNT



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TREASURE HUNT

“Adventure awaits those with the courage to seek, and treasure is found by those who never stop believing.”

Treasure Hunt: Uncover the Mystery" is an exhilarating event designed to transport you into a world of intrigue and excitement.

GET READY TO EMBARK ON A QUEST!

Prepare to showcase your problem-solving prowess and teamwork as you delve into the heart of this thrilling treasure hunt. Secure your spot and get ready to unravel the enigma!

GUIDELINES:

- Participation is open to individuals or teams of 4-5 members.
- Each team will be designated with one volunteer to supervise during each round.
- Fair play is essential; any team found engaging in cheating activities will face disqualification.
- There will be four exciting rounds Unique from each other, One Clue will Lead to Another and the team that finds the clue’s last in each round, will be eliminated.
- Time is of the essence! All rounds of the hunt must be concluded within a 40-minute time frame.
- Phones and electronic devices are strictly prohibited during the game.
-

Join us for an adventure through the ages as we unlock hidden treasures and make unforgettable memories!

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FUN ACTIVITIES

“Embark on a delightful tech rendezvous with us, where the enchanting blend of curiosity and leisure awaits. Every moment is an opportunity to bask in the soothing waves of relaxation, all while unwinding with the marvels of innovation”.

Tech wizards, gear up for some downtime! Remember, even the most brilliant minds need a break to recharge. Immerse yourself in the festive atmosphere with fun-filled activities we have in store for you – Photobooth, Poke a Cobweb, Cyber Pong and Binary 1 0. Dive into the Halloween-themed Photo Booth and capture the moments that will send chills down your spine! Take a chance with 'Poke a Cobweb,' where surprises await the fortunate and remember luck favours the bold. Challenge your aim in Cyber Pong, become the ultimate ping-pong champ, one pixel at a time. And don't miss the digital duel of Binary 1 0, reminiscent of the classic XOX game.

GENERAL RULES:

Photo Booth

- Each payment grants you the opportunity to create lasting memories with two pictures individually.
- Each payment allows a maximum of two individuals to partake in the photo booth experience together.

Poke a Cobweb

- Each participant will have a single shot.
- Only one participant will be allowed to participate at a time.
- Participants have to choose one among 9 containers.
- Containers may be empty, good or a not-so-good surprise, the luck will be yours.

Cyber Pong

- Ball must take only one-tip to dive into the container.
- Each individual will be provided with only 2 chances to make their goals.
- Only one person will be allowed to participate at a time.
- A Distance is to be maintained between a player and the container.



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Binary 1 O

- Two participants can play at a time.
- Players with their finest gaming moves, leading it to tie situations, will be provided with two preferable choices - either to quit the game or to keep enjoying by making more payments.
- Toss will decide who will play the first move of the game. Also, the toss winner will be given an authority to choose his/her favourite sign among - 1 or O.
- Both the players need to pay individually for themselves.

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EVENT'S SCHEDULE

<u>TIMINGS</u>	<u>EVENTS</u>	<u>VENUE</u>
9:15-10:55 am	Opening	Auditorium
11:15-4:00 pm	Fun Activities	North Quadrangles
11:15-12:15 pm	IT Face-Off	Conference Room
11:15-12:15 pm	Code Smash	Lab 3
11:15-12:00 pm	Tech Trivia (Unlock IT)	Lab 1 & 2
11:15-2:00 pm	Gamer's League	Lab 4 & MCA Classroom
11:15-2:00 pm	TPL	College Auditorium
12:00-2:00 pm	Speed Run	Lab 1 & 2
2:00-2:30 pm	Refreshment	Canteen
2:30-3:30 pm	Crafted Canvas	Lab 3
2:30-3:30 pm	Tech-Walk	College Auditorium
2:30-3:30 pm	Treasure Hunt	Ground Floor, First Floor, Both Quadrangles
4:30-5:30 pm	Closing	Auditorium
5:30-6:30 pm	Live Performances with Musical Night	Front Portico



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