Code Craft -AI

Venue : Delhi Public School, Jalandhar

Objective

Participants will develop applications aimed at addressing social issues, enhancing their coding skills and promoting teamwork. To inspire students to use technology for positive social change. To cultivate creativity, problem-solving skills, and collaboration among young developers. To provide a platform for students to present and share their innovative app ideas. Participants should prepare an application and present it as part of the event.

Guidelines

Theme: Address & Alleviate Social issues
Platform: Thunkable/MIT App Inventor
Event Mode: Onsite
Category: Junior (For students in Class V to Class VII)
Team Composition: Teams of 2 students
Time Limit: 30 Mins

Rules

1. **Chatbot Inclusion**: Each app must include an **interactive chatbot** for user engagement.
2. **Submission Requirements**: Live Presentation: Teams will present their apps in a live session, demonstrating features and discussing their impact.
3. **Original Work**: All submissions must be original; plagiarism will result in disqualification.

Parameters for Judgement

1. **Theme Alignment** (10)
2. **Innovation & Creativity** (10)
3. **Problem Solving**(10)
4. **Feasibility/Utility**(10)
5. **Technical Excellence**(10)

Event Coordinator

Idea Ignite

Venue : Delhi Public School Jalandhar

Objective

The Idea Pitch Contest provides with an opportunity to present and develop their innovative ideas in a live, offline setting. Participants will showcase their creative concepts for products, services, or projects, highlighting their potential impact, feasibility, and originality. This competition aims to inspire young minds and recognize the most compelling ideas.

Guidelines

Event Mode: Onsite
Category: Junior (For students in Class V to VII)
Team Composition: Individuals or teams of up to 4 students
Time Limit: Each team will have 5 minutes to present their idea, followed by 5 minutes for Q&A with the judges.

Theme:

1. **Technology Innovations:** New technology or tech applications.
2. **Social Impact:** Solutions that address social issues or benefit communities.
3. **Sustainability:** Environmental protection or sustainable practices.
4. **Creative Arts and Media:** Ideas related to arts, media, entertainment, or design.

Rules

- **Presentation:** Prepare a pitch presentation (maximum 10 slides) outlining the idea, including problem, solution, market potential, and implementation strategy.
- **Physical Materials:** If applicable, bring any physical prototypes or models that support your pitch.
- **Original Work**: All pitches must be original and created specifically for this contest. Plagiarism or use of existing ideas without proper attribution will lead to disqualification.
- **Collaboration**: Teams must work collaboratively and ensure that all members contribute to the pitch.
- **Code of Conduct**: Participants must adhere to high ethical standards and professionalism. Any misconduct or unethical behaviour will result in disqualification
- **Sub headers of Slides in PPT**:
    - ✔ Cover Slide
    - ✔ Objective of the Idea
    - ✔ Problem Statement
    - ✔ Description of the Idea
    - ✔ Technology Stack
    - ✔ Feasibility
    - ✔ Innovation (how your product is different from the crowd)

Parameters for Judgement

- Innovation and Originality (15)
- Impact and Relevance (15)
- Feasibility and Implementation (10)
- Presentation and Communication (10**)**

Event Coordinator

Rocket Splashdown

Venue : Delhi Public School, Jalandhar

Objective:

Participants will design and build a water rocket to achieve the highest altitude and maximum air time in the first round, and the greatest horizontal distance when launched at a 45-degree angle in the second round. Rockets must be constructed with safety in mind and adhere to the guidelines specified below.

Guidelines

Event Mode: Onsite
Category: Junior (For students in Class V to VII)
Team Composition: Individuals or teams of up to 4 students

Rules:

Rocket Specifications:

1. **Height:** The total height of the rocket must not exceed 76.0 cm.
2. **Materials:** The rocket must be made from lightweight materials such as paper, plastic, duct tape, and glue. Commercial kits and pre-made components are not allowed.
3. **Water-Fuel Tank:** Must use a plastic soda bottle or similar with a maximum capacity of 2.5 liters. The bottle must be capable of withstanding the pressure of the launch.
4. **Launch Pad:** Must be custom-built. It should be sturdy and capable of ensuring a controlled and predictable launch. Optionally, a blast shield can be used to manage exhaust and debris.

Rounds:

Round 1: Maximum Air Time

- **Objective:** Achieve the highest air time within a defined area.
- **Attempts:** Teams will have three attempts to launch their rocket. The highest air time from these attempts will be recorded.
- **Measurement:** Air time will be measured from launch to when the rocket first touches the ground.
- **Field Setup:** A designated launch area with a fixed launch pad spot and a defined measurement radius will be provided.

Round 2: Maximum Distance

- **Objective:** Achieve the maximum horizontal distance when launched at a 45-degree angle.
- **Attempts:** Each team will have one attempt to launch their rocket.
- **Measurement:** The distance will be measured from the launch pad to the point where the rocket first touches the ground.
- **Field Setup:** The field will be marked with a fixed launch pad spot and a distance measurement line.

Preparation and Launch:

- Teams must set up their rockets and launch pads in the designated area before the start of their allotted time.
- Teams have 5 minutes to prepare and launch their rocket. Exceeding this time limit will result in disqualification.

Penalties:

- **Round 1:** Rockets landing outside the defined area will incur a 5-second deduction from the recorded air time.
- **Round 2:** Rockets landing outside the designated field area will be disqualified from the distance measurement.

Safety and Compliance:

- Safety is paramount. Rockets and launch pads must be designed to ensure the safety of participants and spectators.
- The use of commercial kits or pre-made components is prohibited.
- All design elements must be inspected and approved by the launch inspector before the competition.

Parameters for Judgement

- **Round 1:** The rocket with the longest air time will be the winner for this round.
- **Round 2:** The rocket with the longest distance travelled at a 45-degree angle will be the winner for this round.
- **Overall Winner:** The team with the highest combined performance across both rounds will be declared the overall winner.
- **Referee Decisions:** All decisions made by the referee are final and binding. No appeals will be entertained.

Reference Video: https://www.youtube.com/shorts/J35SBeXnPy4

Event Coordinator

Clan Clash: Free Fire Championship

Venue: Delhi Public School, Jalandhar

Objective

The *Free Fire Championship – Bermuda Showdown* is an exciting e-sports competition where players can showcase their gaming skills on the Bermuda map. Participants can compete in duos or squads of four, engaging in intense and action-packed matches.

The goals are to:

- Create a competitive platform for Free Fire players to demonstrate their gaming skills.
- Foster teamwork, strategy, and sportsmanship among participants.
- Provide an entertaining and engaging experience for both players and spectators.

Guidelines

Platform: Free Fire
Event Mode: Onsite
Team Composition: Team of 4 students (duos allowed if applicable)
Time Limit: 1 hour

Eligibility

- Open to all students from Class VI to X with an interest in Free Fire.
- Players must have an active Free Fire account and access to the game during the competition.

Structure

Team Formation:

- Participants can compete in duos or squads of four.
- Players without a team will be grouped to form balanced squads.

Competition Format:

- The tournament will consist of multiple rounds, with teams advancing based on their overall performance.
- The finals will feature the *Clash Squad* mode, focusing on teamwork, coordination, and strategy.

Rules

Organizers' Oversight:

- The tournament organizers will ensure fair gameplay and adherence to all rules.

Fair Play:

- Any form of hacking, cheating, or use of unauthorized software will lead to immediate disqualification.

Equipment:

- Players must bring their own devices, chargers, and accessories.
- No external power supply or additional components will be provided during the event.

Gameplay

- Teams will compete on the Bermuda map, with each match lasting up to 5 minutes.
- Teams earn points for:
    - Eliminating opponents.
    - Completing in-game objectives.
- The team with the highest total score wins the match.
- In case of a tie, sudden-death or tiebreaker rounds will be conducted.
- The championship follows a tournament-style progression, with top-performing teams advancing to the next stage.

Judging Criteria

- Participants will be evaluated based on overall gameplay performance.
- The top four players or teams from each match will qualify for the next round.
- Judging will consider eliminations, objectives completed, and teamwork.

Event Coordinator

RC-Xtreme: Drag It To the Last Limit

Venue : Delhi Public School, Jalandhar

Objective

The RC Xtreme Challenge invites students to design and build their own robots—either wired or wireless—with the goal of achieving maximum speed to navigate a track and reach the finish line in the shortest time possible. This event encourages creativity, engineering skills, and teamwork. To foster interest in robotics and engineering among students. To encourage problem-solving and innovation in robot design. To provide a competitive platform for students to showcase their creations.

Guidelines

Platform: LEGO Mindstorms or any other suitable robotics kits.
Event Mode: Onsite
Category: Junior (For students in Class V to VII)
Team Composition: Individually or in teams of up to four members
Time Limit: 7 Minutes (Round 1)

Rules

1. **Structure**
   - **Round 1**:
     - All participants will compete on a single track.
     - Robots must clear all checkpoints and obstacles to reach the finish line quickly.
     - Timing will be calculated for all participants, with the fastest advancing to the next round.
   - **Round 2**:
     - Teams that qualify from Round 1 will participate in a surprise arena, revealed on the day of the event.
2. **Robot Design**:
     - Each team must design and build their robot for the RC Xtreme competition.
     - Robots can be constructed using **LEGO Mindstorms** or any other suitable robotics kits.
     - Use of sensors, motors, and other components is encouraged to enhance functionality.
3. **Specifications**:
     - **Maximum dimensions**: 25 cm (L) x 25 cm (B) x 25 cm (H).
     - **Maximum weight**: 3 kg.
     - **Wireless robots**: Must use a dual-frequency control system; frequency must not exceed 2.4 GHz. Only digital values should be transmitted.
     - **Wired robots**: Wire length must be between 3 meters and 5 meters.

- **Power Supply**:
    - Must not exceed 12V, 7.2A DC, powered only by batteries (5% tolerance allowed).
    - No external power supply will be provided during the event.

4. Event Day Requirements:

- Participants must bring a **fully functional and assembled robot** to the venue.

5. The maximum time allowed to complete the track is **7 minutes**.

6.If a robot fails to finish the course within this time, the number of **checkpoints** covered will be counted for scoring.

7.A penalty of **+5 seconds** will be added to the total time for any instance where the robot slips out of the arena or touches the boundary.

8.Each touch of the robot by the participants to reposition it will also incur a **5-second penalty** (maximum of 5 touches allowed).

9.The total time for each team will be calculated as the time taken to reach the finish line plus any penalties incurred during the run.

Gameplay for RC Xtreme

- **Inspection**: Dimensional and weight limits will be strictly enforced. Robots must pass inspection before competing.
- **Team Members**: Only **two team members** are allowed around the arena (one controlling and one assisting). Teams can only compete with **one robot**.
- **Timing**:
    - Time is measured from when the robot crosses the starting line to when it crosses the finish line.
    - A robot is deemed to have crossed the finish line when its forward-most part contacts or crosses the line.
- **Handling the Robot**:
    - If the robot loses track, participants may touch and reposition it. Each touch incurs a **5-second penalty**, with a maximum of **5 touches** allowed.
    - If the robot stops due to technical issues, modifications are allowed **twice per round** without stopping the timer.
- **Race Conditions**:
    - The entire course must be completed within **7 minutes**.
    - There are **five checkpoints** on the track. If a robot fails to complete the course within the time limit, the number of completed checkpoints will be counted for scoring.
- **Final Decisions**: The jury's decision is final and binding.

Event Coordinator

Pixel Play

Venue: Delhi Public School, Jalandhar

Objective

The **Pixel Play** competition invites participants to engage in the creative manipulation of digital images, fostering artistic expression, design thinking, and storytelling through visuals. The event challenges students to reimagine and transform simple photographs into a unified and impactful visual composition.

Guidelines

- **Theme**: Photo Fusion
- **Event Mode**: Onsite
- **Category**: Junior (For students in Class V to VII)
- **Team Composition**: Individual or in Teams of up to 2 Students
- **Time Limit**: 1 Hour

Rules

1. **Image Set**:
    - A set of photographs will be provided on the spot by the organizers.
    - Only these images must be used in the final composition.
    - No external or personal images are allowed.
2. **Design Requirements**:
    - The final design must include manipulation of *at least three* of the provided images.
    - Participants may crop, layer, merge, filter, or adjust the photos as needed for creative impact.
3. **Submission**:
    - The final design must be saved in **PNG** format.
    - A **creative caption** must be added that reflects the essence of the composition.
    - The file must be submitted within the time limit.
4. **Software**:
    - Participants can only use either Canva/Adobe Express for the Competition
    - Participants must have their own login credential of Adobe/Canva
5. **Originality and Conduct**:
    - All designs must be original and created during the event.
    - Plagiarism or use of unauthorized material will result in disqualification.

Parameters for Judgement

- **Creativity & Concept** (15)
- **Image Manipulation Skill** (15)
- **Visual Impact** (10)
- **Caption Relevance & Appeal** (10)

Event Coordinator