

MAZE-O-MANIA

DESCRIPTION:

***An event of a journey going from one side to another .
Quitters turn back. Winners hit many dead endsbut
eventually find their way through. So just choose your
path wisely and run like your life depends on it.***

BOT SPECIFICATIONS

- ***The size of the bot should not be more than 25cmx25cmx15 cm.***
- ***Weight of the bot must not exceed 1.5 kg.***
- ***Holding and attaching mechanisms are not required for this game.***
- ***Minimum 2 metres of connecting wire is mandatory.***

ARENA SPECIFICATIONS

- ***The dimension of the maze will be 8ftx8ft.***
- ***The arena consists of random paths made of wooden track.***
- ***Distance between two adjacent boundaries is 35cm.***
- ***The width of the divider will not exceed 5 cm.***
- ***The maze will have multiple entry and multiple exits. So there will be multiple combinations of entry and exits for the students.***

TEAM SPECIFICATIONS AND GENERAL RULES:

- ***There must not be more than 4 members in a team.***
- ***Only one member is allowed to control the bot.***

- ***The time measured by the organizers will be final and binding despite of any disrupts.***
- ***Organizers would be responsible for the main power failure.***
- ***During the run, the bot must not damage the arena .***
- ***In case of damage, the respective team will be immediately disqualified.***
- ***Only one plug point will be provided to the teams. If required the respective teams can bring their own extension cords.***
- ***The motors can be given a maximum of 24V and 2A current.***

GAME RULES:-

ROUND 1:

- ***In the first round, the bot has to travel in the maze to the centre and exit through to the allotted exit point.***
- ***The entry and the exit points will be provided to the teams.***
- ***There will be a point at the centre through where the bot needs to reach and from there, reach the specified exit point.***
- ***Scores and penalties are mentioned in the 'Scoring' section.***

ROUND 2:

- ***In the second round also, there will be separate entry and exit points.***
- ***The teams would be allotted an entry and an exit point that will be based on chits selected by the***

respective representatives of the teams and will be completely unbiased.

- ***While reaching the final destination during the game, the respective team can select any path from the maze starting from their respective entry point.***
- ***One treasure object will be placed in the maze and the bot has to reach that particular point before exiting the maze.***
- ***Scores and penalties are mentioned in the ‘Scoring’ section.***

SCORING:-

- ***Total time taken by the teams will be calculated in seconds.(M)***
- ***Touch penalty***
 - ***Arena touch penalty each rendering +5 seconds.(A)***
 - ***3 hand touches allowed, each rendering +10 seconds.(H)***
 - ***1 restart allowed but would cost +30 seconds.(R)***

- ***Previous penalties will be counted even after the team restarts from any point during their game.***
- ***Total time → $T = M + (A + H + R)$ seconds.***
- ***The team taking minimum overall time ‘T’ wins the game.***
- ***The timer will not be paused and restarted (other than the one mentioned in the penalties where previous penalties would be counted).***