

# INNOVATEX 4.0 – Presidency University

## MakerSpace Cluster | Standard Rule Book Format

---

### Event Overview

<b>Field</b>	Details
<b>Event Name</b>	TECH TREASURE HUNT – Code to Clue
<b>Cluster</b>	MakerSpace
<b>Event Type</b>	Campus-Based Technical Hunt
<b>Mode</b>	Offline
<b>Team Size</b>	Team of 2 to 4 Members
<b>Duration</b>	1hr 30 mins

---

### Event Task / Objective

Participants must decode technical puzzles and codes. The decoded output will indicate a specific campus location. Teams must navigate to that location, collect the hidden physical clue, and proceed to the next stage. The team that successfully collects all clues and submits them correctly in the final stage will be declared the winner.



TDesign / GAME FORMAT

### Round 1: Registration & Briefing

---

**Participants register and receive team IDs.  
Rules, scoring patterns, penalties, and boundaries are explained.  
Teams are given the first clue.**

### Round 2: Clue hunt

---

Teams search different campus locations to find hidden clues.

Each clue leads to the next location.  
Clues can be:

Technical riddles

Engineering puzzles

QR codes

Logic-based questions

👉 Fastest correct progression gets higher score.

---

## Round 3: Technical Challenge Round

---

At certain checkpoints, teams must solve a small technical task before getting the next clue.

Example tasks:

1. Solve a coding logic question
2. Identify circuit components
3. Debug a small code snippet
4. Spot the technical error
5. Only after completing the task correctly will they receive the next clue.

---

## General Guidelines

1. Follow all university and MakerSpace policies.
2. Respect judges, volunteers, and fellow participants.
3. Maintain discipline throughout the event.
4. Any misconduct will lead to disqualification.
5. Certificates will be provided to all valid participants.

---

## Event Phase / Structure

---

Phase	Description	Duration
Phase 1	Registration & Briefing (Rules, Instructions, Safety Guidelines)	10 min

Phase 2	Decode & Locate Round – Teams solve technical puzzles and decode outputs to identify campus locations and collect hidden clues	60 min
Phase 3	Final Submission & Verification – Teams submit all collected clues for validation and final evaluation	15 min
Phase 4	Awards	5 min

## Judging Criteria

---

Criteria	Weightage
Accuracy of decoding	30%
Speed and efficiency	30%
Clue collection accuracy	20%
Final submission accuracy	20%

## Scoring Overview

---

Parameter	Max Points
Code solving accuracy	30
Speed	30
Correct clues collected	20
Final submission	20
<b>Total</b>	<b>100</b>

## Penalties & Disqualifications

---

Violations	Penalty
Skipping clue Levels.	-30 points
Taking External Help	Disqualification
Damaging Campus property	Immediate disqualification

Entering Restricted Areas.      Disqualification

## Awards & Recognition

---

Category	Prize	Remarks
1st Prize	₹1,000	Winner

## Event Team

---

Role	Name	Department / Club	Contact
Faculty Coordinator	Dr. Divyarani MS	ECE	—
Event Lead	Donna Sarah Jacob	BCA	7899949095

---

## General Instructions

---

- Follow all university and MakerSpace policies.
- Respect judges, volunteers, and fellow participants.
- Maintain discipline throughout the event.
- Any misconduct will lead to disqualification.