

Event Name : PyQuest (The ultimate python challenge)

PyQuest is a three-round competitive event designed to test participants' Python fundamentals, logical thinking, debugging skills and problem-solving ability. The competition progresses from conceptual understanding to real world coding challenges

Round 1: Python MCQ Arena (Concept & Logic Test)

Objective : To evaluate participants' understanding of Python fundamentals and theoretical concepts.

Details :

- Format: Multiple Choice Questions (MCQs)
- Number of Questions: 20
- Time Limit: 30 minutes
- Topics Covered:
 - Python syntax and keywords
 - Data types (list, tuple, set, dictionary)
 - Operators and expressions
 - Conditional statements and loops
 - Functions and basic OOP concepts
 - Output prediction

Elimination Rule : Top 30 participants will be selected

Round 2: Bug Busters – Error Detection Round (Debugging & Analysis Test)

Objective : To test the ability to identify and fix errors in Python programs.

Details:

- Format: Bug finding / error correction
Participants will be given **2 Python code snippets** with:
 - Syntax errors
 - Logical errors
 - Runtime errors
- Tasks:
 - Identify the error
 - Correct the code
 - Predict correct output
- Time Limit: **30 minutes**

Elimination Rule: 10 Participants with maximum correct fixes and correct output with minimum time move to the final round.

Round 3: Using HackerRank

Participants:

10 finalists

Each participant logs in using a HackerRank account

Time Control

- Contest Duration: 60 minutes
- Per Test Case Time Limit: 1–2 seconds

Code auto-submits when time ends

Question Format

- Each problem includes:
 - Problem description
 - Input & output format
 - Constraints
 - Example
 - Function skeleton
 - Hidden + visible test cases

Auto-Evaluation System

- Each submission is tested against:
 - Public test cases (shown)
 - Private test cases (hidden)
 - Marks are given automatically
 - Partial marks supported

Auto-Scoring & Ranking

- HackerRank:
 - Calculates score
 - Applies penalties for multiple submissions
 - Generates leaderboard

Tie-breaker :

1. More test cases passed
2. Less execution time
3. Faster submission

Top 2 participants will be selected as **winner** and **runner up**

Co-ordinator's :

1. Jyoti Garvare
2. Soham Mehetre

Event Name : Bug Smash – C Programming Debugging Challenge

Bug Smash is a technical competition that challenges students to identify and fix errors in C programs. It focuses on evaluating participants' understanding of C programming concepts, debugging techniques, and logical problem-solving abilities. The competition encourages quick thinking and accuracy while improving real-world coding and troubleshooting skills.

Participants : Individual or duo participation.

Round 1: Brain Debug (MCQ Round)

Objective: To evaluate participants' understanding of C programming fundamentals, core concepts, and logical reasoning skills.

Details:

- **Format:** Multiple Choice Questions (MCQs)
- **Number of Questions:** 20
- **Time Limit:** 20 minutes
- **Marking Scheme:** +1 for each correct answer, no negative marking

Topics Covered:

- Basics of C programming
- Data types and variables
- Operators and expressions
- Conditional statements
- Loops (for, while, do-while)
- Arrays and strings
- Functions
- Pointers
- Output prediction

Elimination Rule : Top 20 participants will be selected for Round 2.

Round 2 – Code Smash (Debug & Run Round)

Objective : To test participants' ability to debug C programs, correct errors, and produce accurate output.

Details:

- **Format:** Debugging and execution of C programs
- **Number of Programs:** 4–5
- **Time Limit:** 30 minutes

Tasks :

Participants must :

- Identify syntax errors
- Correct logical mistakes
- Debug runtime issues
- Compile and run the program
- Generate the correct output

Elimination Rule: Participants will be evaluated based on **accuracy of fixes, correct output, and time efficiency.** Top performers will be shortlisted for the final round (if applicable).

Tagline : Find it. Fix it. Run it.

Co-ordinator's :

1. Shraddha Kharade
2. Shreya Kumbhar

Event Name : QuizNova

The **QuizNova** is designed to be inclusive for students from all departments, encouraging participation across diverse academic backgrounds. It promotes interdisciplinary learning by combining knowledge from multiple fields while maintaining a competitive, engaging, and intellectually stimulating environment for all participants.

Participants : Individual or duo participation.

Round 1: Foundation Round – MCQ Challenge

Round Type: Paper-based

Details:

- **Total Questions:** 20 MCQs
- **Duration:** 40 minutes

Topics Covered:

- Physics
- Mathematics
- Chemistry

Evaluation & Selection:

1. Each correct answer carries **1 mark**
2. **No negative marking**
3. **Top 30 participants** qualify for Round 2

Round 2 – Logic Grid Round (Puzzle Solving)

Round Type: Paper-based puzzle

Details:

- **Duration:** 30 minutes

Format:

- One side contains clues/questions
- The other side contains a blank puzzle grid
- Participants must analyze clues, deduce relationships, and correctly fill the grid

Evaluation & Selection:

- Accuracy and completeness of the puzzle
- Logical consistency of answers
- **Top 10 performers** qualify for Round 3

Round 3 – Rapid Fire MCQ Round

Round Type: Digital rapid-fire MCQs

Details:

- **Total Questions:** 15
- Questions are displayed on the screen and participants' mobile devices
- Instant result display after each question

Topics Covered:

- Logical Reasoning & Quantitative Aptitude
- Units, Dimensions, and SI System
- IT Fundamentals (Basics)

Final Result : Top **2 participants** will be declared **Winner** and **Runner-up**.

Co-ordinator's :

1. Shrutika Waghe
2. Haridas Bhasad

Event Name : Ptoject Pavilion

Project Pavilion is a state-level student project exhibition designed to bring together innovative ideas and technical skills of students. The event provides a common platform for participants to showcase their creativity, problem-solving abilities, and practical knowledge while encouraging collaboration, learning, and healthy competition among students from diverse disciplines.

Projects Should Belong to the Following **Domains** –

- AI/ML
- Robotics & Automation
- Internet Of Things
- Embedded Systems
- Mobile Application Development
- Web Development

Students are **required to prepare** a concise project summary on paper, which should include:

1. Project title and domain
2. Objective and scope
3. Key features and working principle
4. Tools, technologies, or components used

This summary will be presented to evaluators to help them quickly understand the project, assess its innovation, and provide fair and structured evaluation.

Co-ordinator's :

1. Samruddhi Bhosale
2. Dhanshri Jadhav

Event Name : IPL Auction

The **IPL Auction** is a simulation-based event inspired by the official IPL player auction. Participants build teams by bidding on players with assigned base prices, using a fixed budget of ₹100 crore. The event tests strategic planning, budget management, and teamwork, ensuring fair and competitive team selection.

Round 1 – Knowledge Check (MCQ Round)

Round Type: MCQ-based

Details:

- **Total Questions:** 20 MCQs
- **Duration:** 30 minutes

Objective : To test participants' basic knowledge, accuracy, and decision-making speed related to cricket, IPL, and general sports awareness.

Evaluation & Selection:

- Each correct answer carries **1 mark**
- **No negative marking**
- **Top 10 teams** will be selected for Round 2

Round 2 – IPL Auction Round (Team Building & Strategy)

Round Type: Auction-based simulation

Details:

- **Teams Selected:** 10 teams
- **Budget per Team:** ₹100 crore

Format:

- Each player is assigned a **rating number** representing performance and value
- Players are auctioned one by one with a base price
- Teams bid strategically while managing their purse
- The highest bidding team purchases the player
- Players with no bids remain unsold

Objective : To build a complete team of **11 players** within the given budget while maintaining team balance and quality.

Evaluation Criteria:

- Completion of 11 players within ₹100 crore
- Overall player ratings of the team
- Smart bidding strategy and budget management
- Team balance and planning

Final Result

Top **2 teams/participants** will be declared **Winner** and **Runner-up**

Co-ordinator's :

1. Sahil Yadav
2. Chaitanya Potdar

Event Name : BattleZone - Free Fire Arena

The **Free Fire Arena** Gaming Tournament is a competitive multiplayer event designed to test players' reflexes, teamwork, strategy, and survival skills. The event provides an exciting platform for gamers to compete in a fair and high-energy environment, encouraging coordination, quick decision-making, and competitive spirit.

Round 1 — Online Qualifier

Round Type : Online

Details:

- Matches will be conducted online
- This Round will be conducted **before main Event**
- Participants must join using their own devices and stable internet connection

Objective : To shortlist the best-performing squads based on gameplay performance.

Evaluation & Selection:

- Teams will be evaluated based on placement points and eliminations
- Based on registrations, the number of squads selected for the second round will be finalized during the LAN event

Round 2 – LAN Event

Round Type : Offline

Details:

- Based on registrations, the number of squads selected for the second round will be finalized during the LAN event
- Matches will be conducted on campus (offline setup)

Format:

- Squad-based gameplay
- Standard Free Fire rules and settings will be followed
- Fair play and anti-cheating rules strictly enforced

Evaluation Criteria:

- Total points (placements + kills)
- Team coordination and strategy

Final Result : Top 2 squads will be declared Winner and Runner-up.

Guidelines : Only mobile players are allowed to participate in the tournament.

Co-ordinator's :

1. Sourav Mali
2. Anuj Jadhav

