

ROBOWAR

Flagship Event, APAROKSHA'19

PRIZES WORTH - ₹ 40,000

Capture The Flag

Believe it or not, Capture the Flag originated on the battlefield of some of the most deadly wars in history. In fact, that was exactly how all the soldiers knew when a battle was over - once the enemy's flag was captured, both sides considered the skirmish settled. In the Civil War, soldiers that were able to either capture the enemy's flag or save their own were rewarded with a Medal of Honor.



General Rules

- Each team will consist of 2-3 players .
- A team may consist of students from different colleges.
- The bot is not allowed to leave anything behind during the run. It should not leave any mark on the arena.
- The time measured by the organizers will be final and will be used for scoring the teams. Time measured by the contestant by any means will not be considered for scoring.
- In case of any disputes/discrepancies, the organizers' decision will be final and binding. The organizers reserve the right to change/alter any of the above rules as they deem fit.

- Changes in rules, if any will be highlighted on the website and notified to the teams.

Gameplay

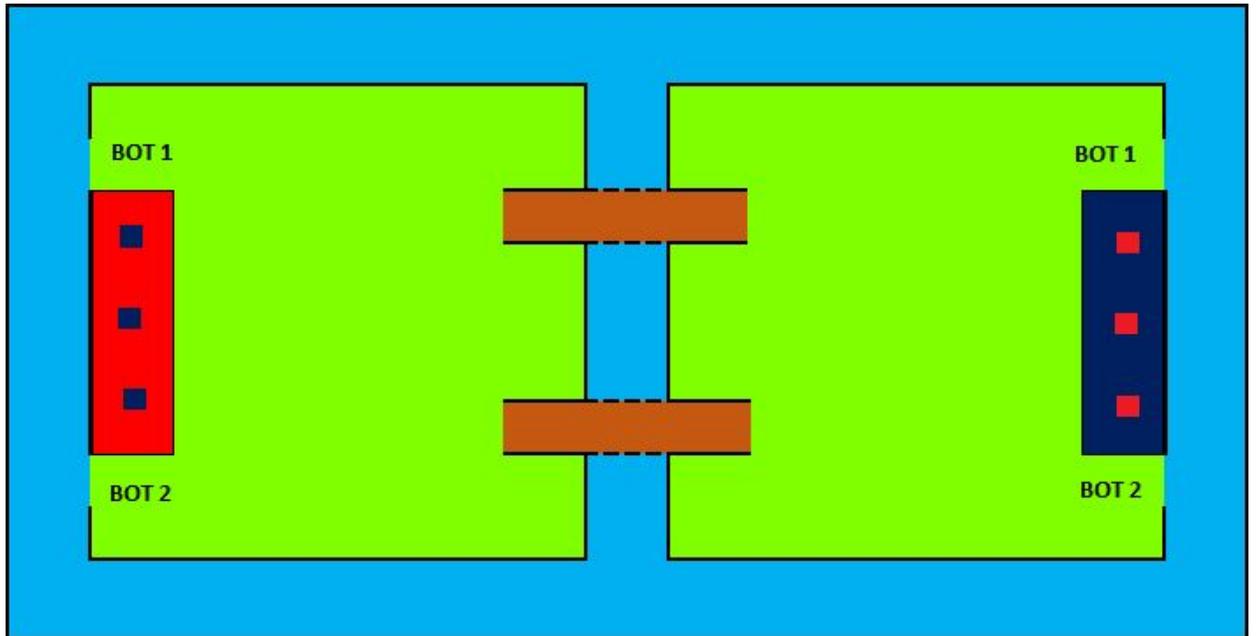
- Tournament Will be in Knockout Format.
- Maximum duration of each match will be 10 minutes.
- At a time there will be two bots per team in arena.
- Both Bots have to start from the Mainland(green area) from the specified spots and must remain in the Mainland.
- If any bot falls in the River (Blue Area) from the bridge, it will have to come back to the starting point via the River itself.
- There will be 3 Flags kept in the Enemy Zone. The bots have to reach the Enemy Zone, Capture their flag and return back to their own Zone with the flag. The flag must completely be present in the zone so as to count it as a point.
- When in mainland area(**Green Area**) flag mustn't touch the ground.If at any point of time, flag touches the ground ,it will be again re-spawned at initial position.
- If any flag falls into the River, the flag will be respawned at the enemy's zone.
- The team capturing all the 3 flags, **First**, will be declared as the winner. If not, the team capturing **more number of flags** within the match duration will be declared winner. In case of tie in the number of flags, the team having the **least time** in capturing the last flag will be winner.
- In case of no flags captured, both teams will be **Disqualified**
- If the bot is stuck at any point, the team can take the bot out of the arena and place in back to the starting point after 30 seconds from the time of picking the bot out.
- In case of any damage to any bot, the bot can be taken out and repaired and placed back from the same point after 30 seconds or more. The gameplay will not be paused in this case.
- Bots are not allowed to touch enemy flag kept in the flag zone.
- At any moment, a single bot may carry only one flag

Bots Specifications

- Size - 25 x 17 x 12 cm (maximum limit)
- Bot may have arm or Crane like Structure for lifting the flag.
- Bot need to be operated wirelessly and a use of any microcontroller is Compulsory.

Arena Specifications

- Starting Field - 80 x 40 cm
- flag size - 5 x 5 x 5 cm
- flag will have a hook embedded in it.
- Center River Width - 35 cm
- Side River Width - 25 cm
- Bridge Ramp Part - 30 x 20 cm
- Bridge Flat Part - 35 x 20 cm
- Total Flex Size - 12 x 7 ft
- Bridge height - 15cm
- Arena will have obstacles along the course to make the event more interesting



Bot Control Specifications

- It is mandatory for the bot to be wireless and participants should ensure that the wireless system transmission takes place through the arena boundaries.
- The robot wireless systems must have a way to change frequencies or coded channels to prevent radio conflicts.
- Tethered control is not allowed.

Entry Fees:-

- Rs.500 per team for the team of 2 or 3 .
- If kits are required for the event, Rs 150 extra will be charged
- Kits include Chassis, Arduino, Bluetooth module, Motor Driver and Motor and wheels only

Organisers

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