



TECHNOVANZA

Taking technology to society



Introduction :-

- The gameplay is purely made to enhance the database skills of participants.
- All rules and regulations are fixed. No change in any rule will be made in any circumstances.
- Fair means will be considered while gameplay.
- No cheating and violation of law will be accepted. In such case, participation will be cancelled without any notice.

THEME :- KERALA RESCUE FUND

Description :-

- Participants will play the Role of donor.
- Each round will consist of Number of donation items and the donor needs to collect maximum number of donations from each round.
- Number of Donations by each donor will decide whether he/she will move to the next level or not.
- Number of Donations collected at each level will be counted in next level to add advantage to the Donor.
- At the End of third Level the Donor who collected maximum donation will win the Game and the Organizers will add some bonus to the collected donation.
- Each round will have a **Troubling Point**.
- Organizers are fully permitted to change any rule at any stage (Question) or level (Round).



Round 1: FOOD COLLECTION

- This Round will consist of 20 questions (3 stages) to solve which will be of MCQ type.
- The first stage consists of simple level questions, second stage consists of moderate level questions and the third stage consists of high difficulty level questions.
- Every stage has a fixed time allotted for answering that stage questions. On completion of every stage the participant has to submit the paper regardless of whether they have finished answering the questions and will get the question paper for next stage.
- Round one will be individual round of 15 Minutes.
- Each question will have one or more right answers.
- Each right answer in first stage will add one food packet donation, in second stage will add one water bottle donation, and in third stage will add one food box donation to your progress chart (Donation Bag).
- Each wrong answer will deduct one donation as per the stage.
- No donation will be ensured for zero selections.
- **TROUBLING POINT :-**
 - There are only 15 minutes to collect all the food donations.
 - After completion of each stage the donor needs to collect the food for donation (It means the donor has to eat the food given by the organizer).



Round 2: CLOTH COLLECTION

- This round is divided into 2 stages.
- This round will be based on teams.
- Each team will comprise of 3-4 members depending on organizers.
- In the first stage, each team will be assigned with a colour which will represent that particular team.
- All the teams will get the first clue to be solved which will lead them to a location where they will find a similar clue leading them to another location.
- At every location, the donor team needs to collect the piece of cloth which is of same colour assigned to them.
- After getting to the final clue, each team has to play Dumb Charades as instructed by the organizer. The team that finishes the Dumb Charades challenge first will get maximum donation points. Other teams will be scored accordingly.
- In the second stage, each team will be given a question which will consist of multiple database tables. Every team has to create a query to retrieve the information as asked in the question.
- The team finishing this task first will be given maximum donation points. Other teams will be scored accordingly.
- The team of donors who collects the maximum donation will be eligible for the next round.
- **TROUBLING POINT :-**
 - In the second stage, every team has to write a SQL query on paper so there is no way to verify whether it is correct or not.



Round 3: FUND COLLECTION

- In the final round, the participants will play individually and points will also be given on individual basis.
- In this round, the donor will be provided with the Bank's database from which he/she needs to collect money from a account which is specially kept for Kerala Flood Rescue by giving correct solution to the problem given.
- Every correct query execution will fetch the donor a bag of coins.
- **TROUBLING POINT :-**
 - The time given to solve a problem will be fixed by the organizer at venue itself.

Finally, the Donor having maximum donation in their Donation Bag will Win The GAME.

The Winning Donor will be awarded with Cash Prize.

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