



TECHNOVANZA

Taking technology to society



TECHNOHUNT

THEME: THE TRIWIZARD TOURNAMENT

INTRODUCTION:

Welcome to the Triwizard Tournament!

Eternal glory!

That's what awaits the team who wins The Triwizard Tournament. But to achieve this that team must survive three tasks. Three conundrums only great wizards can solve using magic – or perhaps, Technology. After all, in the words of Arthur Clark, *magic is just science we don't understand yet*. Anyone wishing to submit themselves to the tournament need only register on or before the last date. Do not do so lightly! If chosen, there's no turning back.

As from this moment, The Triwizard Tournament has begun!



TEAM SPECIFICATIONS:

A team can have a maximum of 2 participants; each participant can be from a different college.

RULES SPECIFICATIONS:

- Usage of mobile phones during the event is not allowed. (Unless specified for certain tasks.)
- Coding rounds will be in C++ and Python programming languages.
- Exact tasks to be performed will be announced on the spot.. Points will be awarded based on the tasks and challenges.
- Teams caught cheating will be disqualified.
- Organizers reserve the right to alter the rules or gameplay without prior notice



GAMEPLAY:

Round 1: The Goblet of Fire

This round will be divided into two parts. In each part, the team will be required to solve a given set of MCQs in the specified amount of time.

The second round will be of increased difficulty, with more number of questions and less amount of time.

Worthy teams selected by the Goblet of Fire (based on points scored) will proceed to the next round.

Round 2:

2a: The Dragon Egg

Fight the dragon using your coding/technical abilities and get the golden egg that holds the clue to the next round.

2b: Horcrux Hunting

Oh no! The death eaters have stolen your egg and taken it to Lord Voldemort. Find and destroy all the horcruxes that the Dark Lord has wickedly hidden across the campus.

(Format: Scavenger Hunt.)

Teams will be given a clue which will lead them to the location of the first horcrux where they'll find the clue to the location of the next one and so on.)



Round 3:

3a: Dive into the Great Lake

The teams that manage to destroy all the horcruxes and retrieve their egg will go under the great lake to the colony of the merpeople, and will have to survive under water.

3b: The Maze

The teams that successfully journey through the dark waters will be allowed entry to the final round of the Triwizard Tournament, the maze, at the centre of which lies the Triwizard Cup and glory. Teams will have to use their coding skills to successfully navigate through the maze to win the cup and be declared champions.

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