



Paavai Engineering College

(Autonomous)

TECHFINIX 2K26

Department of CSE (Internet of things)

EVENT NAME: CIRCUIT DRAFT

Faculty Coordinator: Dr. M. Udhayavani - (9486121296)

Student Coordinator: V. Kalaimani – IV - (7904147525)

Description :

“Circuit Draft” is an innovative and interactive game inspired by the IPL auction concept. In this event, participants are provided with various sensors and electronic components. Teams must bid strategically to acquire these components during the auction.

After the auction, each team is required to design, build, and execute a functional circuit using the components they have won. A microcontroller and jumper wires will be provided by default to all teams.

Rules:

1. Participants will be divided into teams for the auction process.
2. Each team will be given a virtual budget for bidding.
3. Various sensors and electronic components will be auctioned.
4. Teams must bid wisely to gather the required components.
5. A microcontroller and jumper wires will be provided by default.
6. After the auction, teams must build a working circuit using the components they acquired.
7. Teams will be evaluated based on creativity, functionality, and execution.

Competition Round:

Round 1: Auction Round

1. **Description:** Teams participate in an auction to bid for sensors and electronic components.
2. **Number of Participants:** 3–5 per team
3. **Time Limit:** 10–15 minutes

Round 2: Implementation Round

1. **Description:** Teams must build and execute a circuit using the components they won in the auction.
2. **Number of Participants:** Same teams continue
3. **Time Limit:** 20–30 minutes

EVENT NAME : MIND MAZE

Faculty Coordinator: Ms. V. Ramya - (9489024552)

Student Coordinator: K. Dhanushree - IV - (6369223030)

Description:

“Mind Maze” is a fun and challenging event where participants use their logic, memory, and problem-solving skills to complete different puzzles and tasks. It is designed to test how well participants can think under pressure and solve problems efficiently.

Objectisve:

The main goal of the Mind Maze event is to test participants' critical thinking, observation skills, and quick decision-making abilities.

Rules:

1. Participants can compete individually or in teams.
2. Each round must be completed within the given time limit.
3. Use of unfair means or external help is strictly prohibited.
4. Decisions of the judges will be final.
5. Participants must follow instructions for each round carefully.

Competition Rounds:**Round 1: Puzzle Round**

1. **Description:** Participants solve logical and analytical puzzles.
2. **Time Limit:** 10–15 minutes

Round 2: Memory Round

1. **Description:** Participants are tested on their memory skills through visual or sequence-based challenges.
2. **Time Limit:** 10–15 minutes

Round 3: Quiz Round

1. **Description:** A quiz based on logic, general knowledge, and problem-solving questions.
2. **Time Limit:** 10–15 minutes

EVENT NAME: VOLETX ARENA

Faculty Coordinator: Ms. K. Haripriya - (9994307961)

Student Coordinator: S. Surya Prakash – IV - (9843184899)

Description:

“Vortex Arena” is a high-energy circuit-based technical challenge designed to test participants’ logical thinking, circuit analysis, programming skills, and problem-solving ability under time constraints.

Participants compete in teams and are randomly assigned to different rooms. Each room contains a series of circuit-based challenges, where participants must analyze the given clues, identify the required circuit configuration, and implement the solution accurately.

The challenge combines circuit identification, logical reasoning, coding, and real-time problem solving. Teams must complete each task within the given time while maintaining accuracy and efficiency.

Points are awarded based on correctness, completion time, and overall performance. At the end of the round, the team with the highest score will be declared the winner of the Voltex Arena.

Rules:

1. Participants must register in teams before the event begins.
2. Teams will be randomly assigned to different rooms.
3. Each room contains clues leading to tasks or circuit-building challenges.
4. Teams must follow clues to reach the correct location and complete the task.
5. Circuits must be built and executed correctly for points.
6. Points are awarded based on accuracy and time taken.
7. The team with the highest points will qualify for the next round.
8. Judges' decisions will be final.

Competition Rounds:

Round 1: Clue & Circuit Round

Description: Teams are placed in rooms and must follow clues to locate areas and complete circuit-based tasks.

Time Limit: 20–30 minutes

Selection: Winners from each room (based on highest points) advance to Round 2.

Round 2: Final Round

Description: Qualified teams compete in an advanced challenge to determine the final winner.

Time Limit: 20–30 minutes

Result: The top-performing team in this round is declared the winner