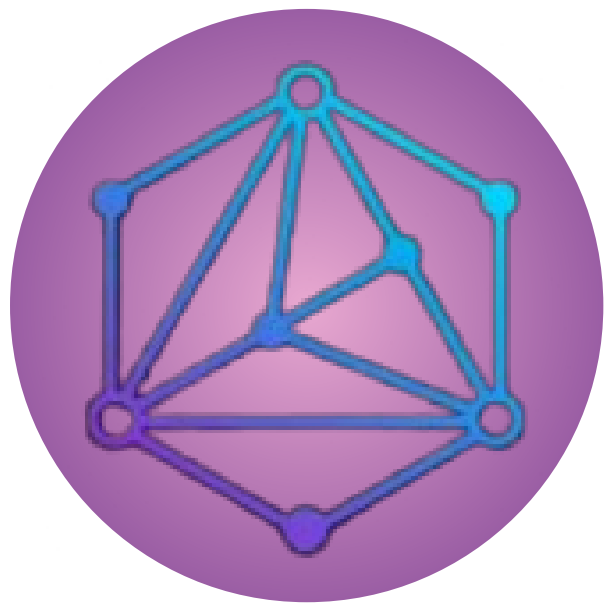


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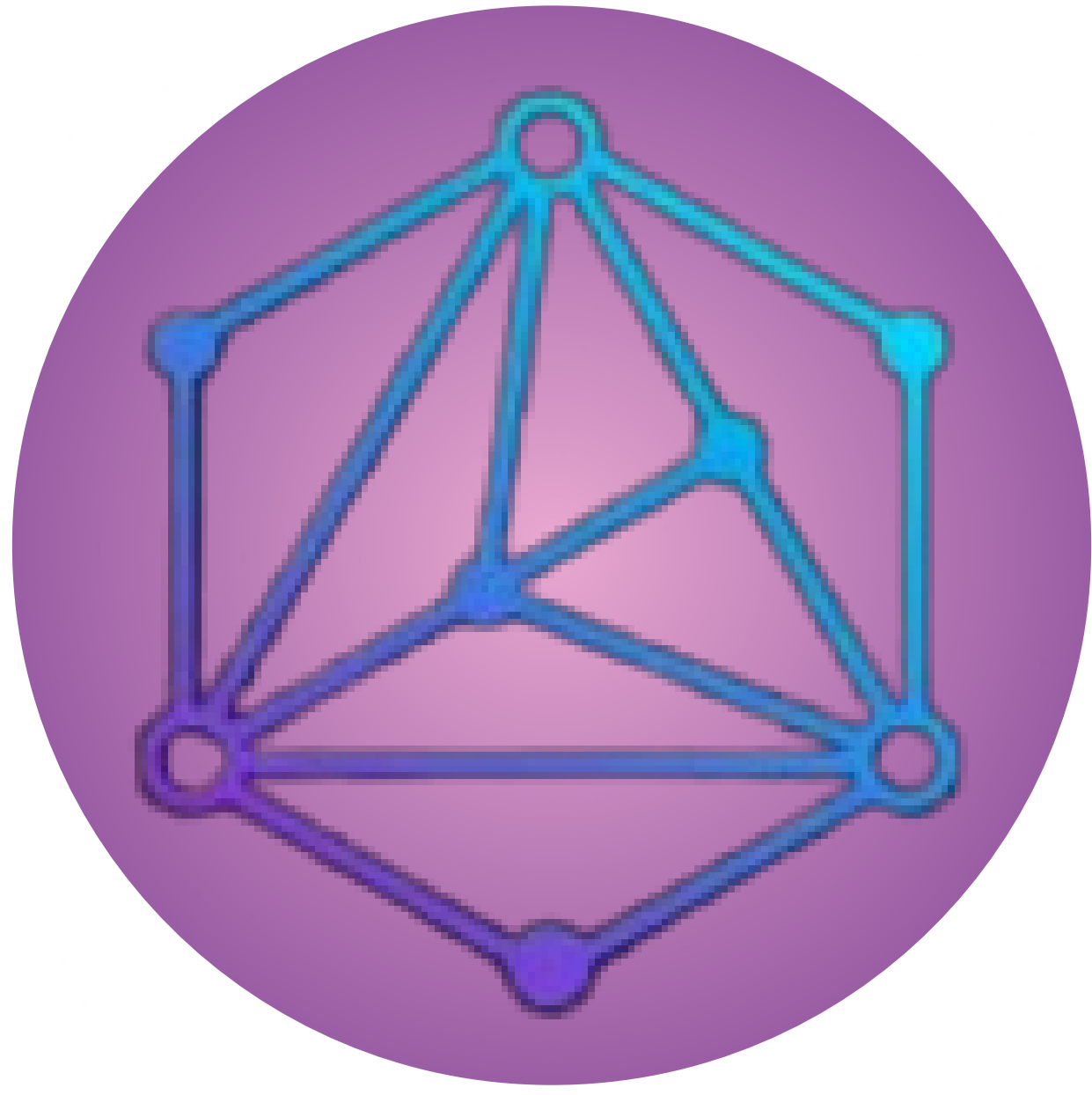
# TECHNO VERSE 4.0

31ST MAY-1ST JUNE



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# WEB DEVELOPMENT COMPETITION





# Web Development

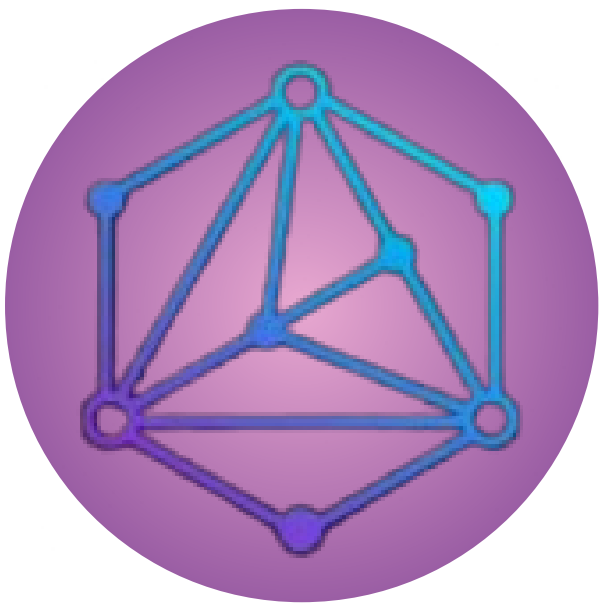
Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- The duration of the competition is 10 hours.
- Each team would be given a theme or a general problem, and they would need to implement their ideas to solve that problem with a web application.
- The theme would be announced to all the participants 30 minutes before the competition.
- Teams must bring their own machines.
- The competition organizers will be providing the internet to download and use resources such as images, fonts, etc. However, participants are requested to bring their own internet to avoid any sort of inconvenience.

## Competition Rules:

- During the competition, participants are not allowed to go outside the university premises.
- Teams cannot view the score sheets that are used for judging the websites.



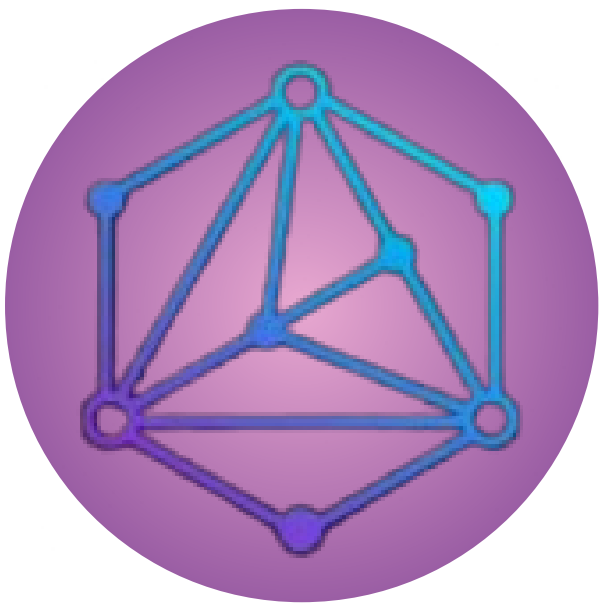
- A team can work on a framework and language of their choice, but the use of WordPress or any other script is prohibited.
- SQL or No SQL database can be used.
- Functionality will be tested in a 15-minute evaluation of the working website to the judges.
- Participants are required to be there at the time of evaluation. Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- The decision of the Judges will be final and cannot be challenged. Any team that fails to adhere to this rule may face disqualification.
- Teams should bring their own converters for the projectors so that their presentations can go smoothly.
- Any sort of unfair means, collaboration or discussion between two different teams may result in immediate disqualification from the competition.
- Disqualification from the competition will result in removal from further participation, and their respective institutes will be notified.





## Evaluation Criteria:

- Visual Design
  - Simplicity
  - Consistency
- Case Study Analysis
  - Analyzing requirements: Determining whether the stated requirements are unclear, incomplete, ambiguous, or contradictory, and resolving those issues.
  - Perform technical analysis
  - Find constraints
- Design Approach
  - OO Analysis/Design or best practices of the relevant technology
  - Database Design
- Technology Selection Reason
- Code and design gap
  - Mapping design to code



## Team Eligibility Criteria:

- Each team should consist of a **minimum of 1 and a maximum of 3 participants**.
- Participants must be enrolled in an **undergraduate degree program**.
- Cross-university teams are allowed.

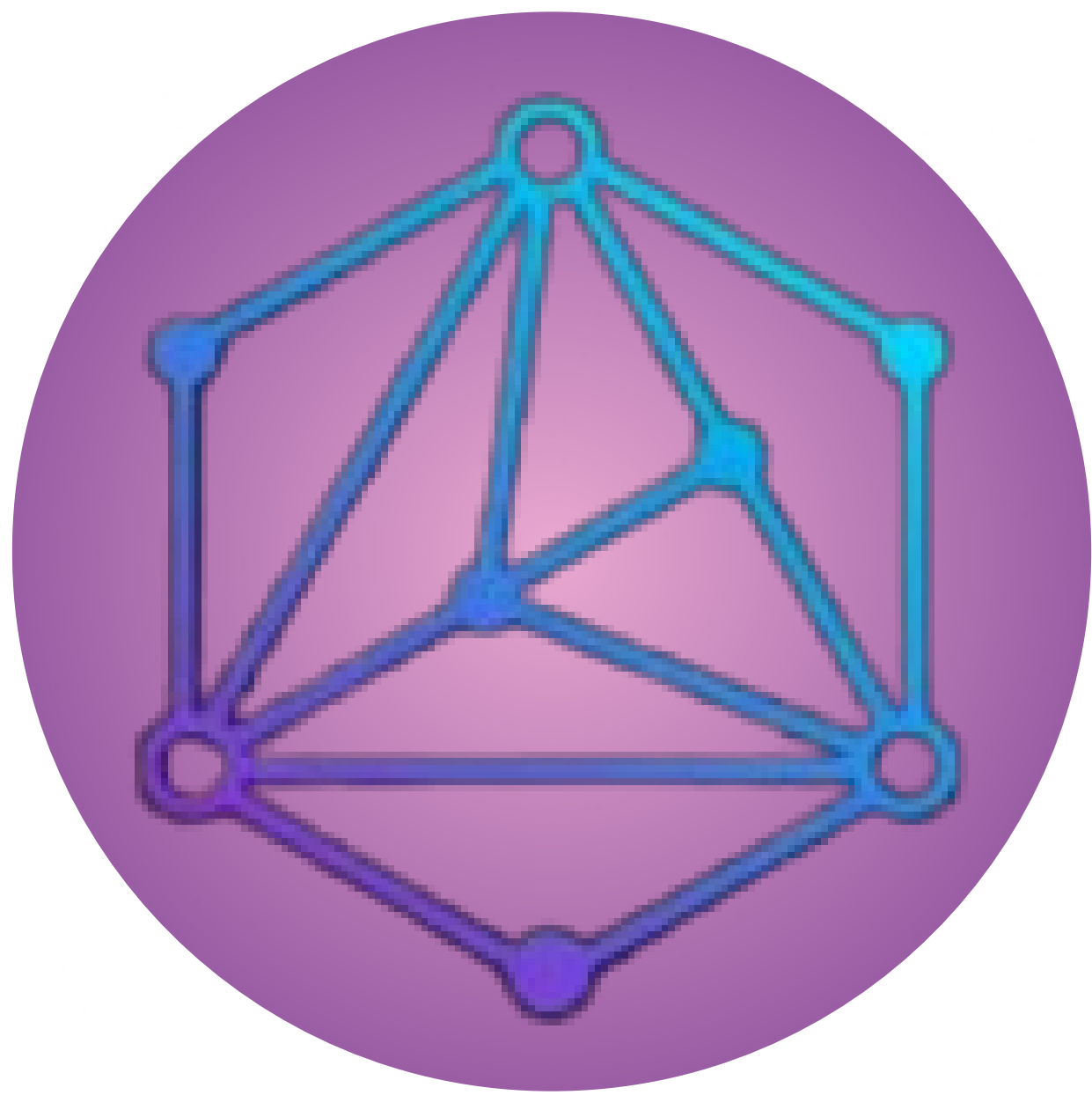
## Registration:

- The registration fee is **PKR 2500**.
- The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

## Contact:

- **Module Lead:**
  - Jawad
  - 0308-0100017
- **Competitions Coordinator:**
  - Waqas Ul Hassan
  - 0328-1189011



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# APP DEVELOPMENT COMPETITION





# App Development Competition

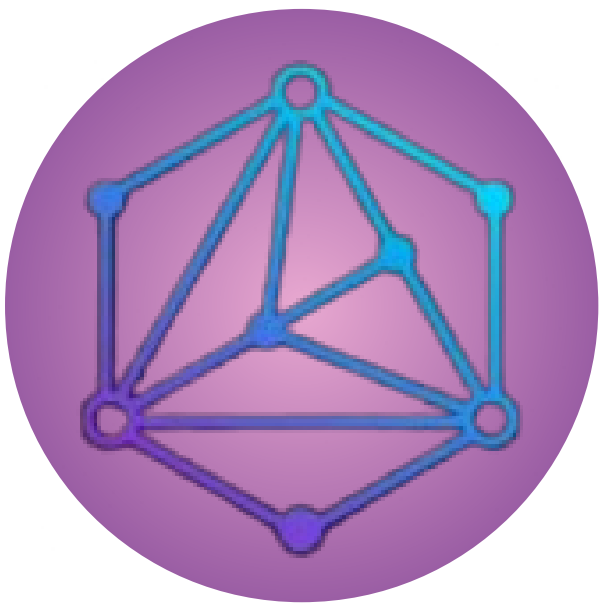
Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- Teams would be given a theme or general problem, and they would
- implement their ideas to solve that problem with a mobile
- application
- The theme will be revealed to all the participants 30 minutes before
- the competition starts.
- The duration of the competition is 10 hours.
- Teams must bring their own laptops.
- The competition organizers will be providing the internet to
- download and use resources. However, participants are requested to bring their own internet to avoid any sort of inconvenience.

## Competition Rules:

- During the competition, participants are not allowed to go outside the university premises.
- Teams are required to use GitHub for performance tracking throughout the competition.



- Teams can't view the score sheets that are used for judging the applications.
- A team can create an app for Android or iOS platforms.
- Native app development using Android Studio, Swift, Objective-C, React Native, Flutter, etc. is allowed.
- Hybrid app development tools like Cordova and Xamarin are not allowed.
- There will be a 5-minute presentation of the application to the judges.
- **Participants are required to be there at the time of the evaluation.** Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- **The decision of the judges will be final and cannot be challenged.** Any team that fails to adhere to this rule may face disqualification.
- If any team keeps arguing with the host team on this matter, they will be disqualified.
- Teams should bring their own converters for the projectors so that their presentations can go smoothly.
- Any sort of unfair means, collaboration, or discussion between two different teams may result in immediate disqualification from the competition.





- Any sort of unfair means, collaboration, or discussion between two different teams may result in immediate disqualification from the competition.
- Disqualification from the competition will result in removal from further participation, and their respective institutes will be notified.

### **Evaluation Criteria:**

- Completion of requirements
- Design
- Consistency
- Error handling
- Clear UI guidance
- Adherence to design guidelines (material design and iOS guidelines)
- Effective/simple navigation
- Code Quality
- Class structure
- Database design (if applicable)
- Performance
- Smooth implementation of all functionalities with no crashes





## Team Eligibility Criteria:

- Each team should consist of a **minimum of 1 and a maximum of 3 participants**.
- Participants must be enrolled in an **undergraduate degree program**.
- Cross-university teams are allowed.

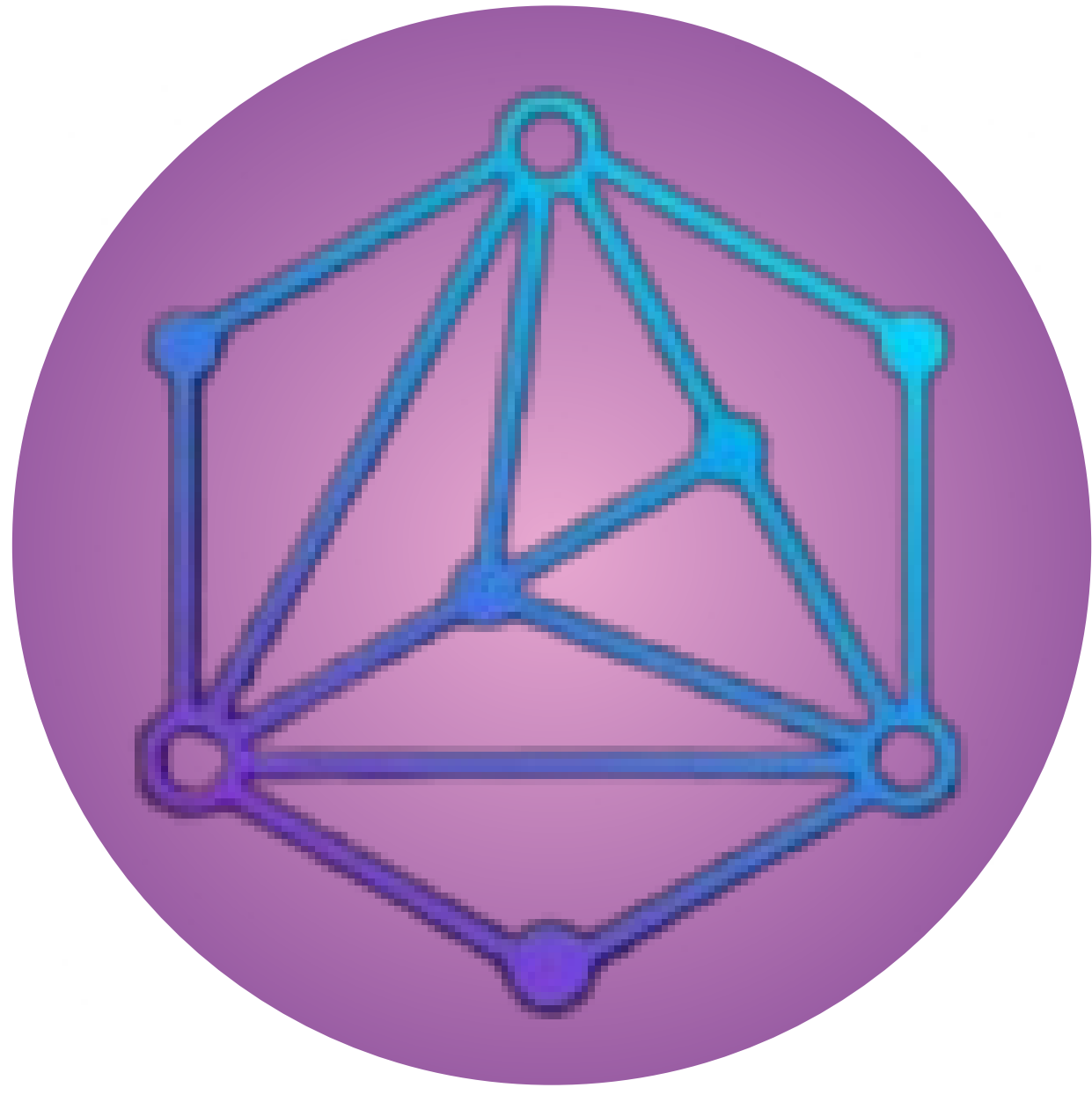
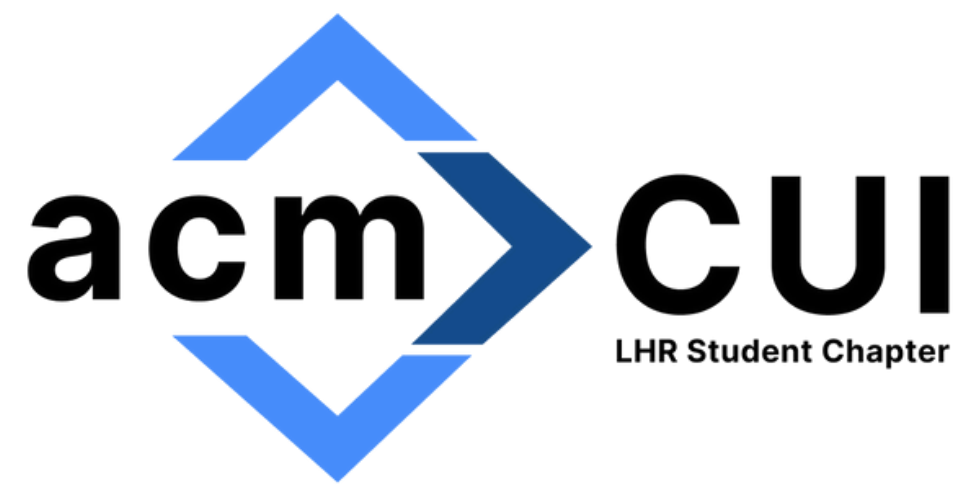
## Registration:

- The registration fee is **PKR 2500**.
- The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

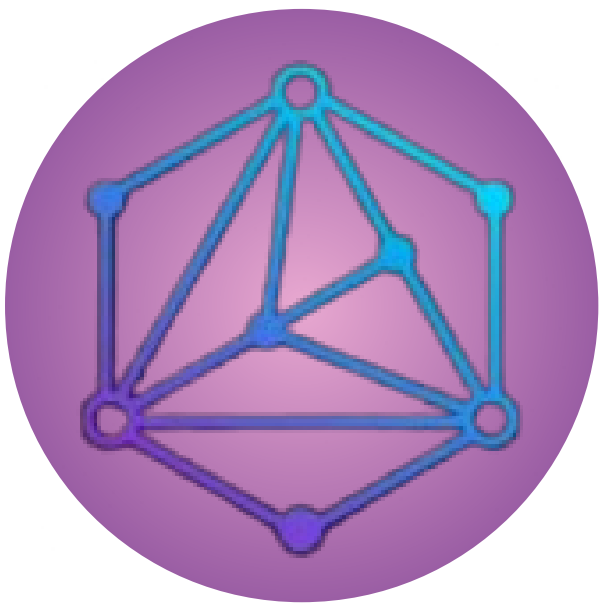
## Contact:

- **Module Lead:**
  - Zaid Amjad
  - 0310-0044108
- **Competitions Coordinator:**
  - Waqas Ul Hassan
  - 0328-1189011



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# CODING SPREE



# Coding Spree

Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- The programming competition consists of two rounds. The first round will be on the first day, in which all teams will compete against each other. The second round will be on the second day, in which teams qualified from the first round will participate.
- The duration of the first round will be 3 hours. Teams qualifying for the next round will participate in a 5-hour-long second round.
- The competition organizers will provide teams with the problem set, papers, and pens.
- The competition organizers will be providing PCs and the Internet.
- However, participants are requested to bring their laptops and internet to avoid any sort of inconvenience.

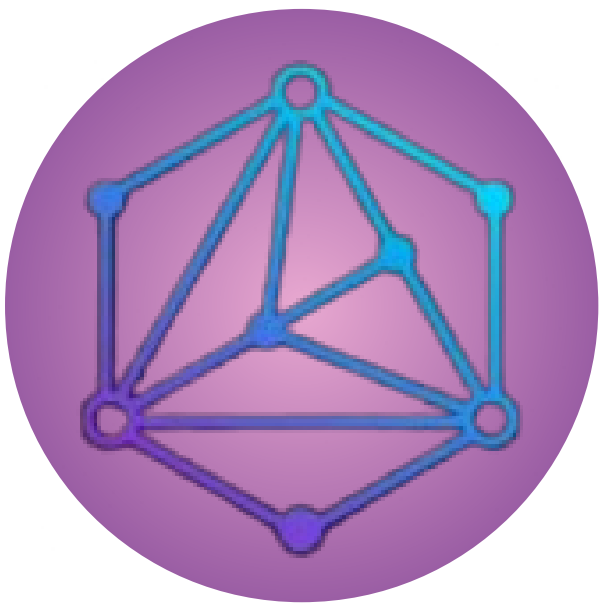
## Competition Rules:

- All programming languages that are supported by the platform will be allowed in the competition.
- The use of standard libraries and functions (methods) provided by the IDEs will be allowed.





- The competition would include several challenging problems, each of which would require you to develop some algorithm and get the output in a fixed format on the console. The output would be matched character-to-character with the output of our program through a PC.
- The scoring would hence be Yes/No, i.e. either correct or incorrect.
- The test cases on the judge's side may not be the same as given with the problem. You have to cater for the number of test cases, end of the file, and other restrictions if they're not given on the first line of the test cases file.
- If there is a tie in the number of problems solved, the scoring will depend on the time taken from the start of the competition to the time of correct submission. (This is automatically judged by the PC and viewable on board).
- The decision of the judges will be final and cannot be challenged. If any team keeps arguing with the host team on this matter, they will be disqualified.
- The use of mobile phones and other communication devices is strictly prohibited during the competition. Anyone seen using devices will be immediately disqualified. Such devices should be switched off and placed in pockets/handbags and not visible or accessible during the competition.



- Once the competition starts, any discussion between two different teams may result in immediate disqualification from the competition.
- **Teams creating a disturbance will be immediately disqualified.**
- Any sort of unfair means like plagiarism, helping codes, cheat sheets, ChatGPT, google search, or help from other teams will result in instant disqualification.
- **No external edibles are allowed inside the lab.** You may purchase refreshments once the competition is over from the food court.
- Disqualification from the competition also means escorting out of competition venues, and a note will be sent to their respective institutes.

### **Evaluation Criteria:**

- Code Quality
- Efficiency
- Problem-solving skills
- Originality
- Adherence to guidelines





## Team Eligibility Criteria:

- Each team should consist of a **minimum of 1 and a maximum of 3 participants**.
- Participants must be enrolled in an **undergraduate degree program**.
- Cross-university teams are allowed.

## Registration:

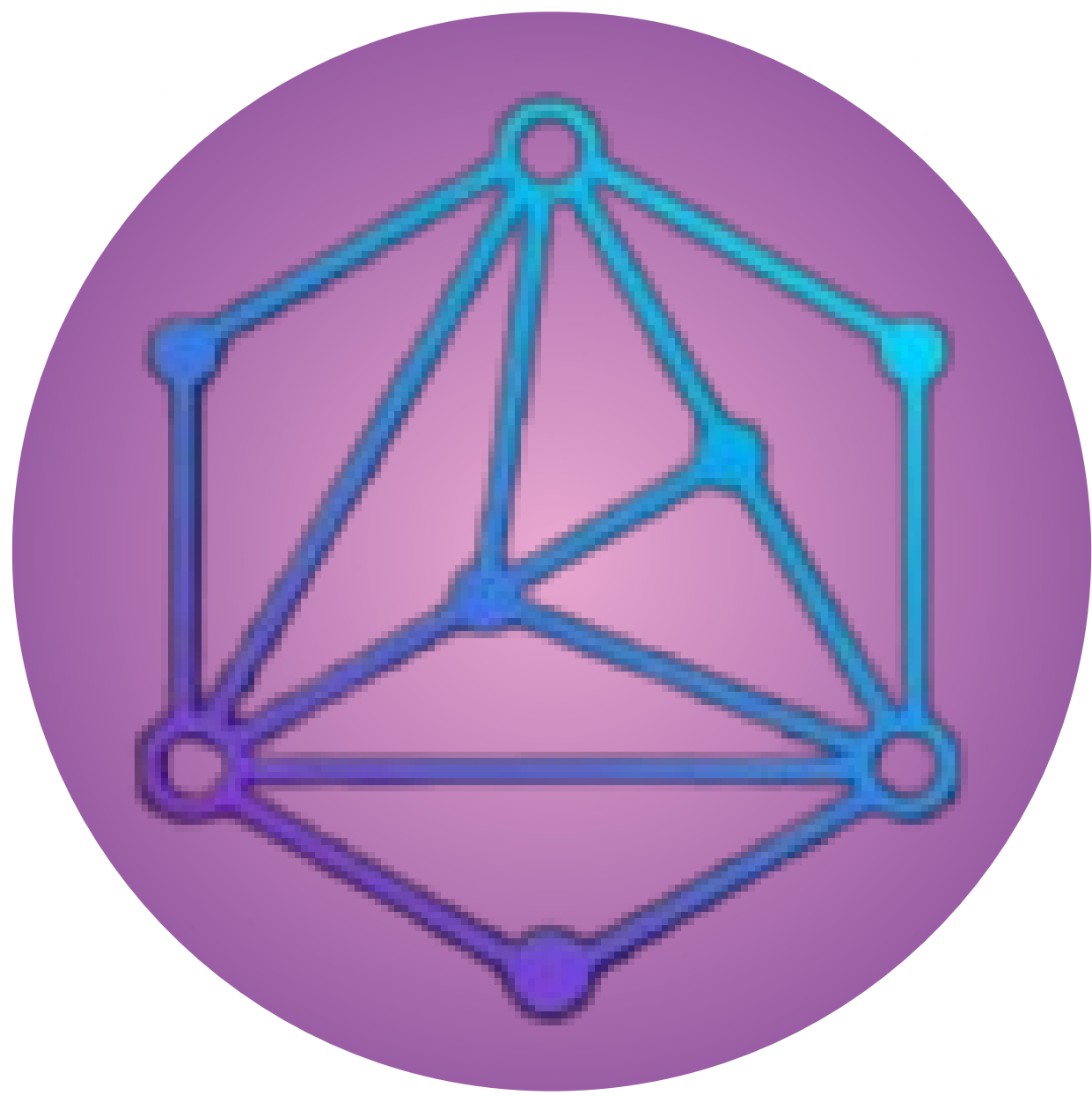
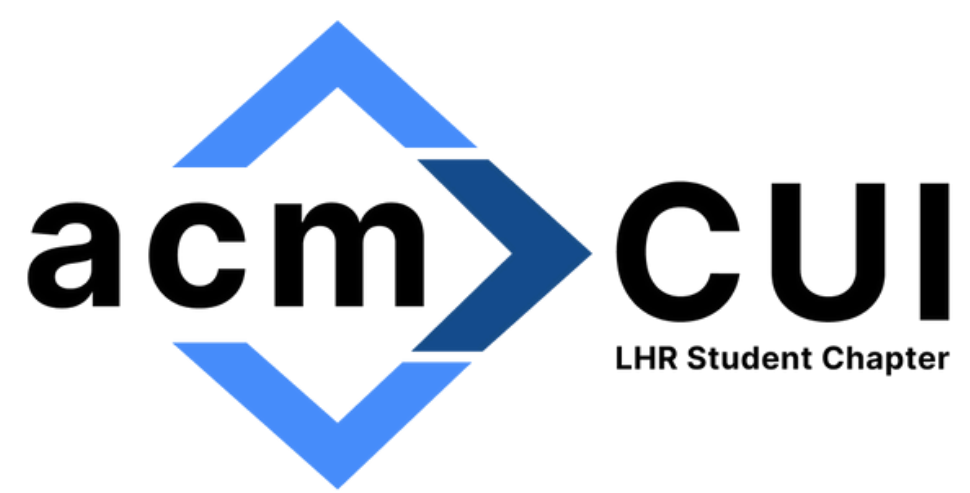
- The registration fee is **PKR 2500**.
- The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

## Contact:

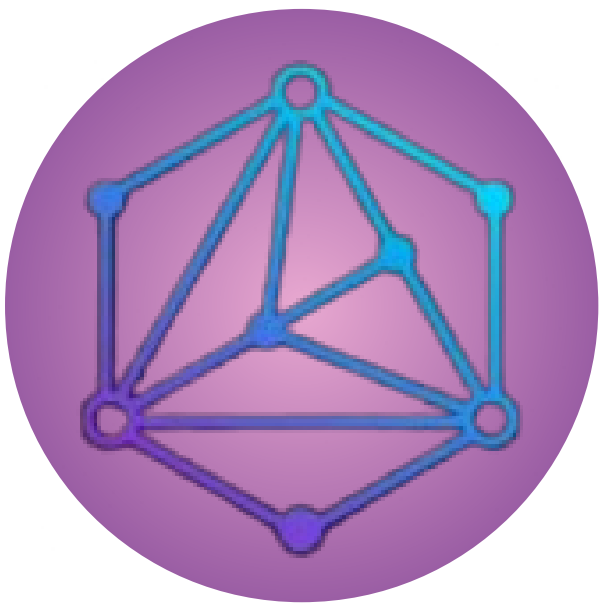
- **Module Lead:**
  - Zeeshan Zafar
  - 0333-6060197
- **Competitions Coordinator:**
  - Waqas Ul Hassan
  - 0328-1189011





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# MACHINE LEARNING COMPETITION



# Machine Learning

Register at: <https://tally.so/r/3xv88r>

- The problem statement and dataset will be made available on Kaggle when the competition starts and teams will be required to submit their solutions on Kaggle.
- The maximum number of submissions allowed is 5.
- Teams must bring their own laptop.
- The competition organizers will be providing internet. However, teams are requested to bring their own internet in order to avoid any sort of inconvenience.
- The competition duration is 10 hours.
- During the competition, participants are not allowed to go outside the university premises.
- Participants' solutions will be evaluated by a panel of judges.
- Participants are required to be there at the time of evaluation. Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- The decision of the Judges will be final and cannot be challenged. If any team keeps arguing with the host team on this matter, they will be disqualified.





- Any sort of unfair means, collaboration or discussion between two different teams may result in immediate disqualification from the competition.
- Disqualification from the competition also means being out of the competition venues and a note will be sent to their respective institutes.

### Team Eligibility Criteria:

- Each team should consist of a **minimum of 1 and a maximum of 3 participants.**
- Participants can be graduates (of any year) and undergraduate students
- Each educational institution may submit more than one team.

### Evaluation Criteria:

- Points are awarded for accuracy and number of submissions.
- Resubmissions are allowed; in case of accuracy ties, preference is given to fewer submissions and shorter time taken.
- The registration fee is **PKR 2500.**
- The registration fee is **non-refundable.**





**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

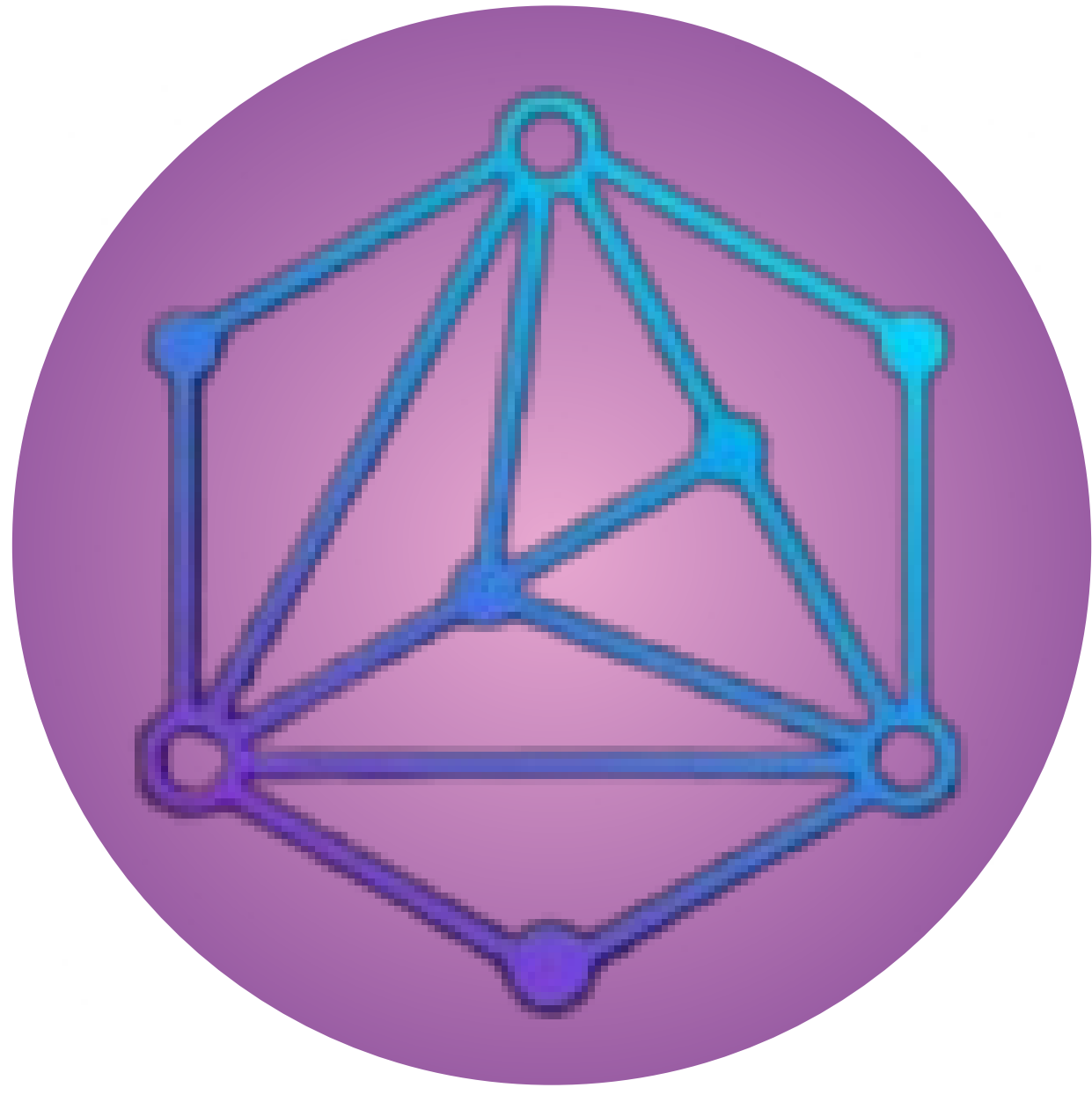
**Contact:**

- **Module Lead:**

- Ibshaam
- 0334-4529069

- **Competitions Coordinator:**

- Waqas Ul Hassan
- 0328-1189011



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# QUERY MASTER COMPETITION





# Query Master Competition

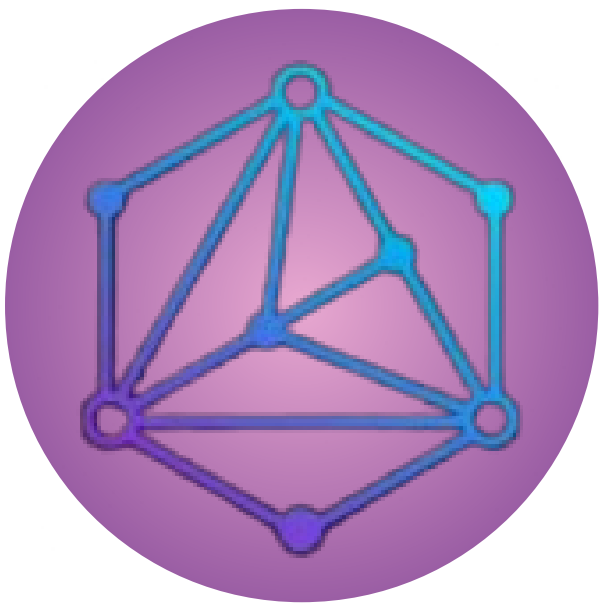
Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- Query Master is a competition where teams demonstrate their expertise in database query language.
- The competition will consist of one round of 2 hours.
- The competition organizers will provide teams with the problem set, papers, and pens.
- The competition organizers will be providing PCs and the Internet. However, participants are requested to bring their laptops and internet to avoid any sort of inconvenience.

## Competition Rules:

- All SQL database environments that are supported by the platform will be allowed in the competition. Common ones include MySQL, PostgreSQL, and MS SQL Server.
- Teams will solve a series of database-related tasks, ranging from simple queries to complex data manipulation and optimization problems.
- Teams may be asked to design stored procedures or triggers.



- The scoring would hence be Yes/No, i.e. either correct or incorrect.
- If there is a tie in the number of problems solved, the scoring will depend on the time taken from the start of the competition to the time of correct submission. (This is automatically judged and viewable on board).
- The decision of the Judges will be final and cannot be challenged. Any team that fails to adhere to this rule may face disqualification.
- The use of mobile phones and other communication devices is strictly prohibited during the competition. Anyone seen using devices will be immediately disqualified. Such devices should be switched off and placed in pockets/handbags and not visible or accessible during the competition.
- Once the competition starts, any discussion between two different teams may result in immediate disqualification from the competition.
- Teams creating a disturbance will be immediately disqualified.
- Any sort of unfair means like documentation, plagiarism, helping codes, cheatsheets, AI tools (ChatGPT, Bing, etc), google search, or help from other teams will result in instant disqualification.
- No edibles are allowed inside the lab. You may purchase refreshments once the competition is over from the food court.





- Disqualification from the competition will result in removal from further participation, and their respective institutes will be notified

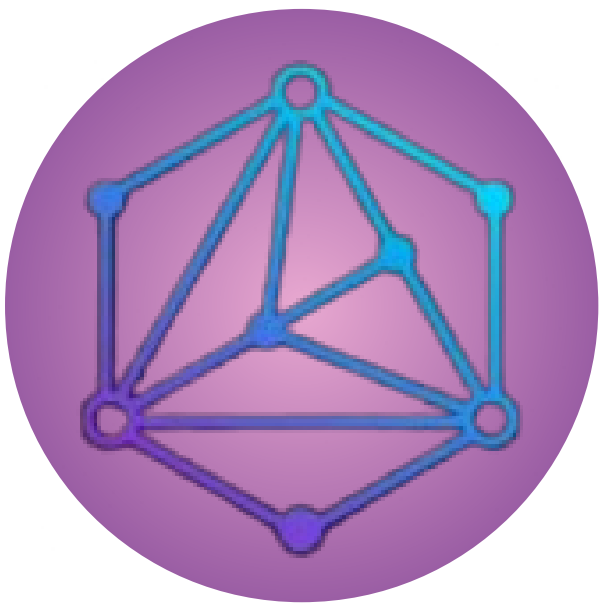
### **Team Eligibility Criteria:**

- Each team should consist of a **minimum of 1 and a maximum of 3 participants.**
- Participants can be graduates (of any year) and undergraduate students
- Each educational institution may submit more than one team.

### **Evaluation Criteria:**

- Points are awarded for accuracy and number of submissions.
- Resubmissions are allowed; in case of accuracy ties, preference is given to fewer submissions and shorter time taken.
- The registration fee is **PKR 1500.**
- The registration fee is **non-refundable.**

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**



## Contact:

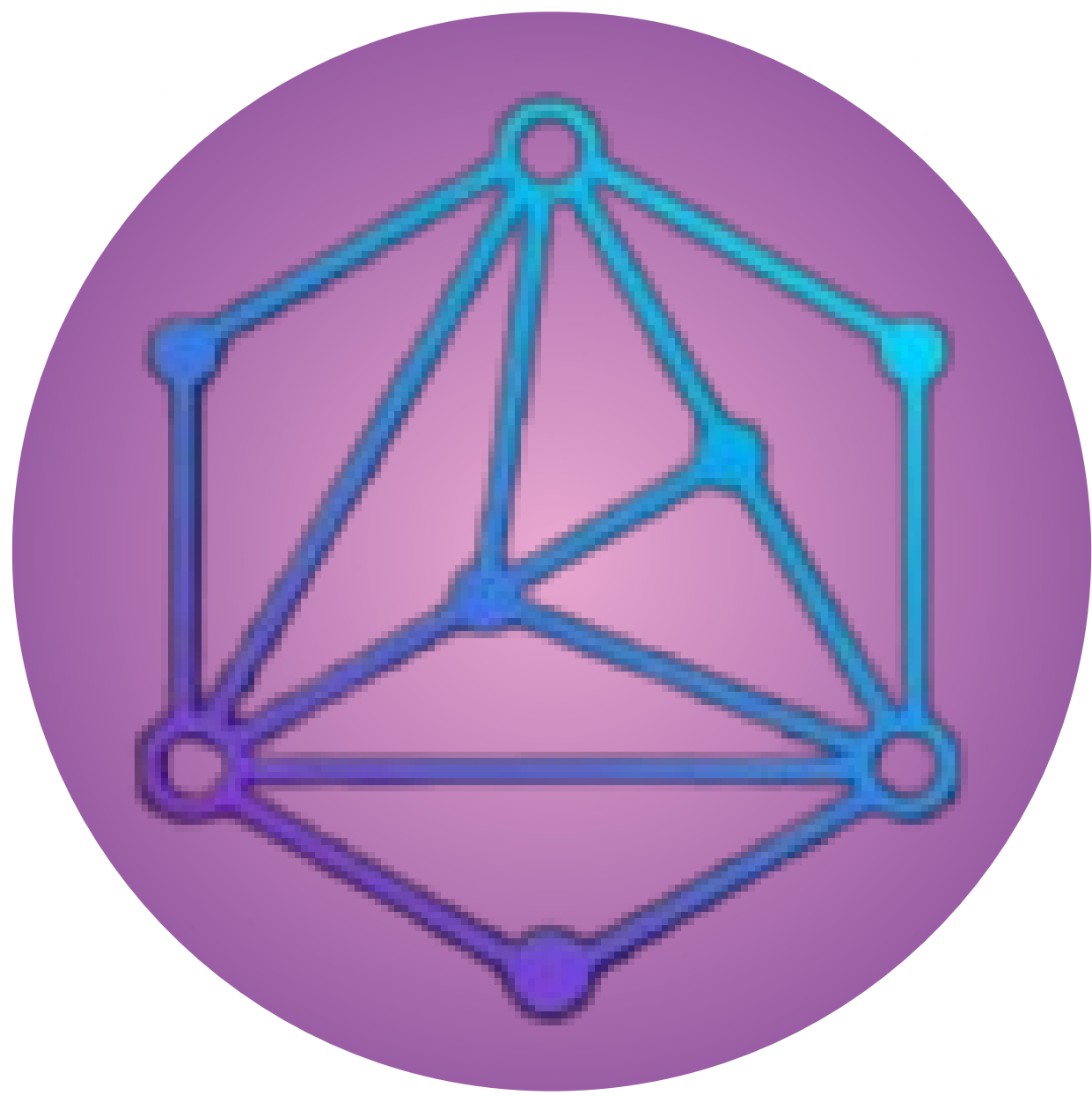
- **Module Lead:**

- Zeeshan Zafar
- 0333-6060197

- **Competitions Coordinator:**

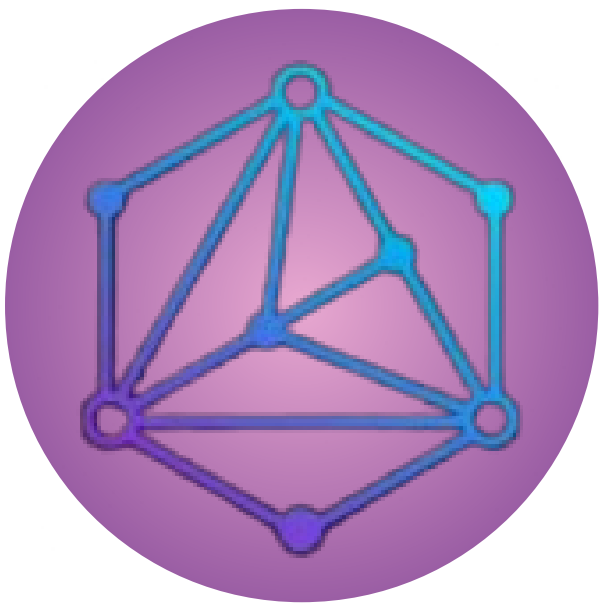
- Waqas Ul Hassan
- 0328-1189011





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# UI/UX DESIGN COMPETITION



## UI/UX Design

Register at: <https://tally.so/r/3xv88r>

### Competition Overview:

- *The competition duration is 6 hours (5 hours design + 1 hour presentation).*
- *This competition will test students' quantitative, qualitative, and creative skills in UI/UX design.*
- *The problem will be provided to the participants 30 minutes before the start of the competition.*
- *The problem will be the theme of an application or a website with complete details of the functional requirements.*

### Competition Rules:

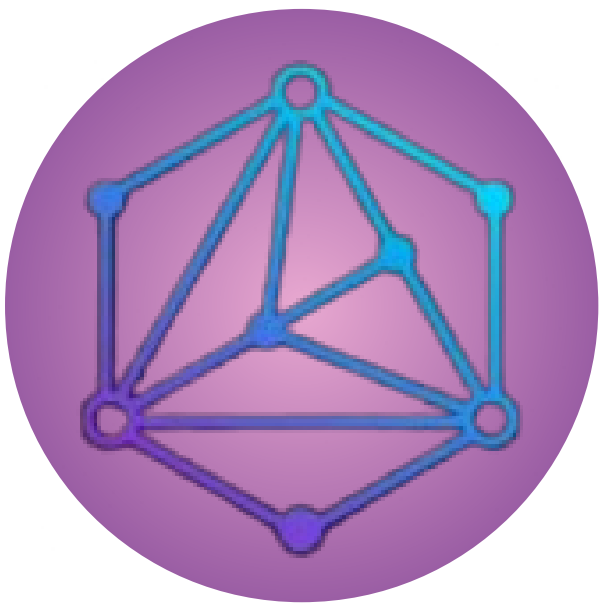
- The participants will be required to create only the designs of the web/app in the given time and submit the design files in Google Classroom or Google Drive.
- Design refers to the graphical layout of the application and the user experience (UX) of how accessible and easy the app is to use.
- The competition is not development-related and will not require participants to create application designs on HTML/CSS and other front-end technologies.





- The competition is designing the application's UI/UX that will be done on only designing tools.
- The competition organizers will be providing internet. However, teams are requested to bring their own internet in order to avoid any sort of inconvenience.
- **The tools currently allowed are:**
  - **Figma**
  - **Adobe XD**
- It is a must for participants to bring their own machines installed with the tools required for the competition.
- Participants must have their machines along with chargers. If they have a MacBook, they must bring appropriate adapters for it to connect to the projector through HDMI or VGA interface for the purpose of presentation in evaluations.
- **The decision of the Judges will be final and cannot be challenged.** Any team that fails to adhere to this rule may face disqualification.
- Disqualification from the competition will result in removal from further participation, and their respective institutes will be notified.

### **Team Eligibility Criteria:**



- Each team should consist of a **minimum of 1 and a maximum of 2 participants**.
- Participants must be enrolled in an **undergraduate degree program**.
- Cross university teams are allowed

### Evaluation Criteria:

- Color Scheme: Uses appealing, accessible, and harmonious colors.
- Aesthetics: Delivers visually engaging and balanced design.
- Usability: Ensures the design is intuitive and user-friendly.
- Feedback: Provides clear system responses and interaction cues.
- Consistency: Maintains uniformity in style and functionality.
- First-Time Users: Simplifies onboarding and supports new users effectively.

### Registration:

- The registration fee is **PKR 1500**.
- The registration fee is **non-refundable**.





**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

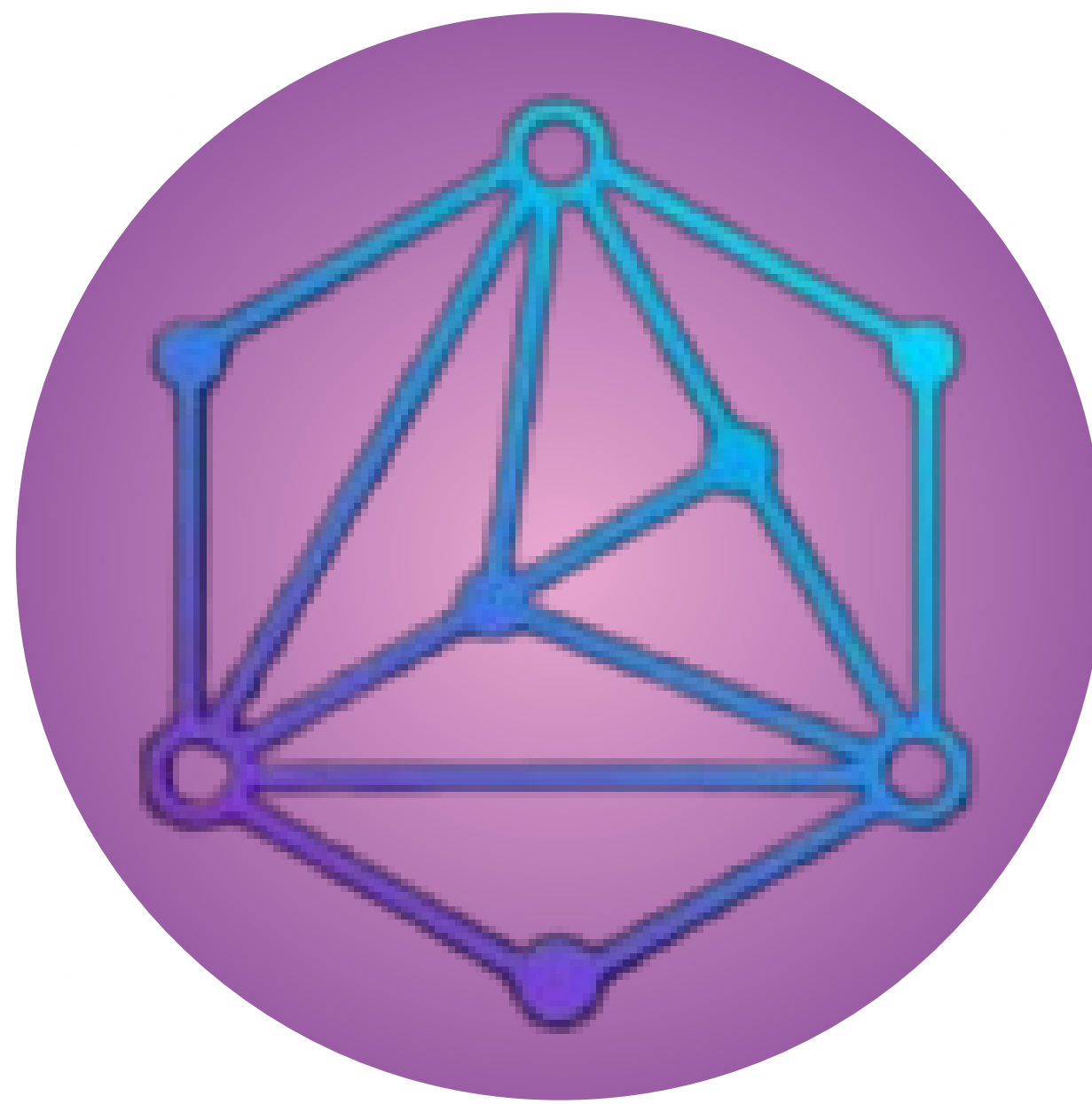
**Contact:**

- **Module Lead:**

- Ammar Ahmed
- 0317-4638736

- **Competitions Coordinator:**

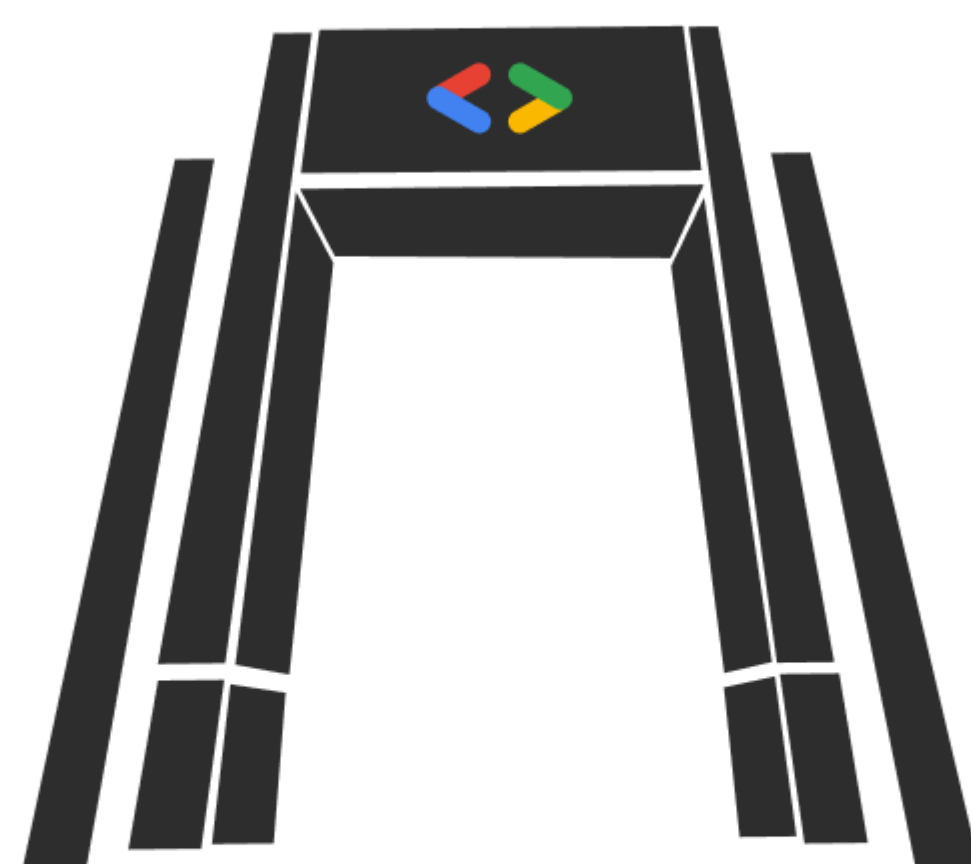
- Waqas Ul Hassan
- 0328-1189011



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# TECHNO VERSE 4.0

THINK TANK  
HOSTED BY



Google Developer Groups On Campus  
COMSATS Lahore





# Think Tank Competition

Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

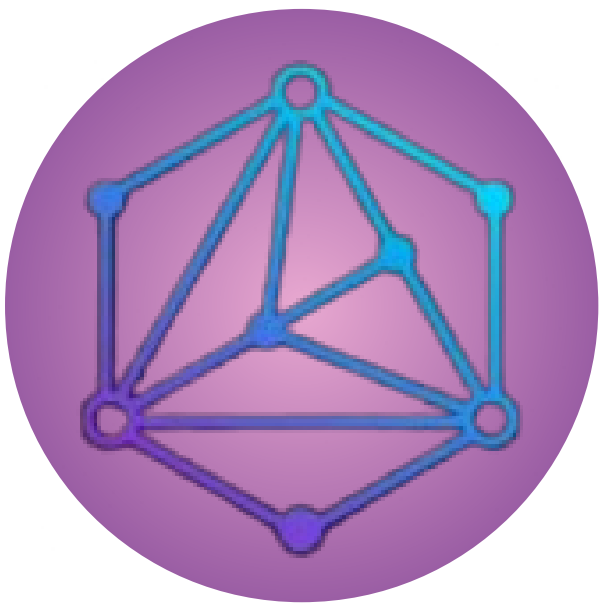
Think Tank is a Shark Tank-style pitching competition designed for students, innovators, and future entrepreneurs. This is your chance to shine, impress industry experts, and catch the eye of potential investors. Bring your ideas. Pitch your vision. Make your mark.

## Competition Format:

- Each team will submit a 10-12 slide pitch deck before the deadline (to avoid future inconvenience).
- Teams will pitch live in 5-7 minutes, followed by a Q&A session with judges.

## Team Eligibility Criteria:

- Each team should consist of a minimum of 2 and a maximum of 4 participants.
- Participants must be enrolled in an undergraduate degree program.
- Cross-university teams are allowed.
- Your idea could be any initiative or solution to any problem via cutting-edge Technology.
- The startup idea must be in ideation phase or pre-incubation phase.
- An already seeded or running ideas can lead to disqualification.



## Competition Rules:

- During the competition, participants are not allowed to go outside the university premises.
- The teams are required to bring their slides on event day in a portable device e.g. USB. (encouraged to bring MVP or physical product)
- The pitch must adhere to the given theme (Sustainability & Technology).
- All content used in the pitch must be original or properly credited.
- Pitches should not contain any inappropriate or offensive content.
- Decision of the judges will be final and cannot be challenged.
- All participants are required to be there at the time of the presentation. (Failure to appear can lead to disqualification.)

## Registration:

- The registration fee is **PKR 1200**.
- The registration fee is **non-refundable**.

### Module Lead:

Muhammad Shamoil Islam  
0318-6217799

### Competitions Coordinator:

Waqas Ul Hassan  
0328-1189011

**Note: Organizers hold the right to make amendments to the rules. The rules will be updated accordingly on the website.**





## Contact:

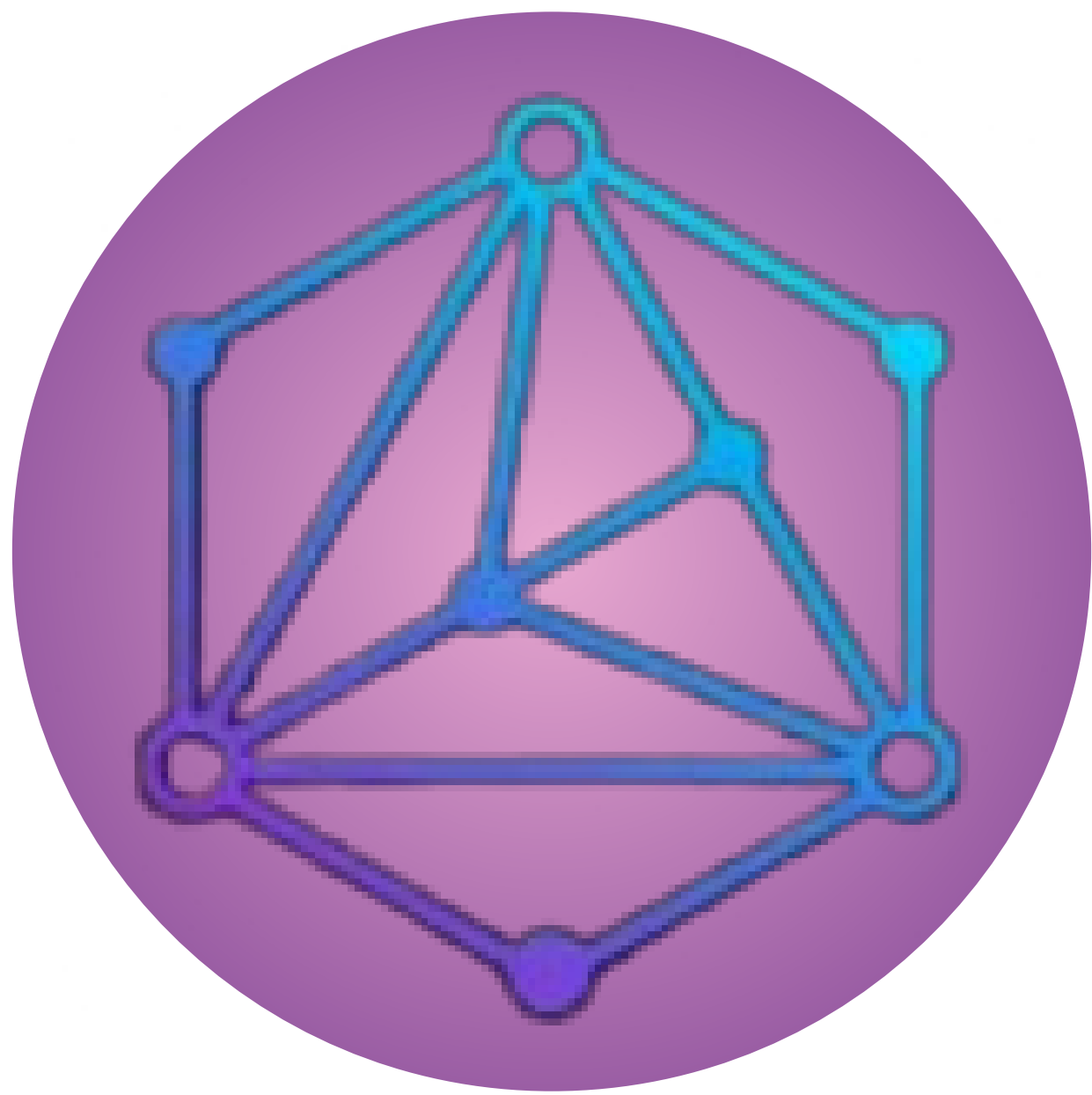
- **Module Lead:**

- Shamoil Islam
- 0318-6217799

- **Competitions Coordinator:**

- Waqas Ul Hassan
- 0328-1189011

**Note: Organizers hold the right to make amendments to the rules. The rules will be updated accordingly on the website. The use of copyrighted material without permission is prohibited.**



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# REEL COMPETITION





# Reel Competition

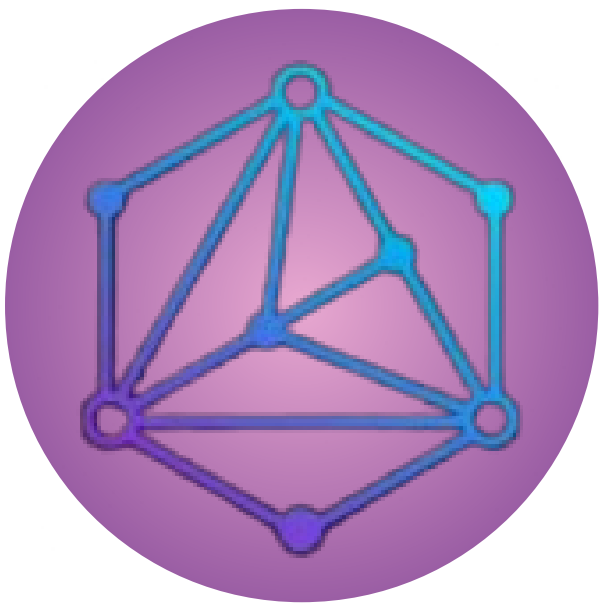
Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- Participants are required to create a 9:16 ratio reel based on a given theme or topic, that will be announced a week before the competition.
- The reel should be visually appealing, creative, and engaging.
- The duration of the reel should be a maximum of 45 seconds.
- Participants can use any filming equipment or editing software of their choice.

## Competition Rules:

- The reel must adhere to the given theme or topic.
- The duration of the reel should not exceed 45 seconds.
- Participants must submit their final reels on the first day of Technoverse.
- Late submissions will not be accepted.
- All content used in the reel must be shot & edited by participants.
- Reels should not contain any inappropriate or offensive content.



- Participants are required to create a 9:16 ratio (mobile view) reel based on a given theme or topic, that will be announced a week before the competition.
- **The decision of the judges** will be final and cannot be challenged.
- Any participant that fails to adhere to this rule may face
- disqualification.
- If any participant keeps arguing with the judges on this matter, they will be disqualified.
- Any attempt to **plagiarize or copy work** from others will result in immediate disqualification.
- Disqualification from the competition will result in removal from further participation, and their respective institutes will be notified.
- Organizers hold the rights to make **amendments** in the rules, the rules will be updated accordingly on the website.

### Evaluation Criteria:

- Originality
- Creativity
- Adherence to theme
- Visual appeal
- Technical proficiency





## Team Eligibility Criteria:

- The competition is for individual participants only.

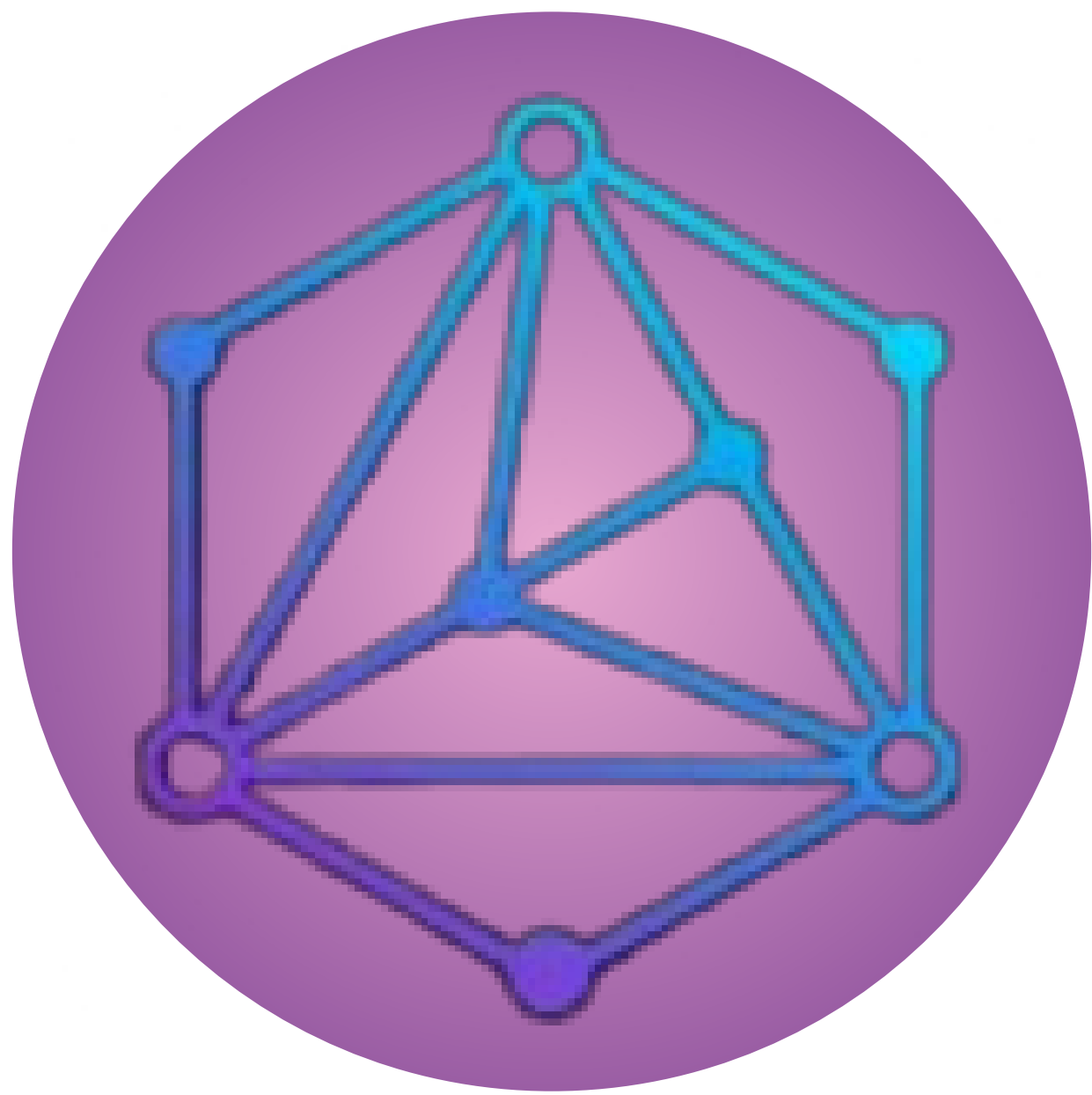
## Registration:

- The registration fee is **PKR 800**.
- The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

## Contact:

- **Module Lead:**
  - Muaz Jameel
  - 0321-9499676
- **Competitions Coordinator:**
  - Waqas Ul Hassan
  - 0328-1189011



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# FIFA COMPETITION



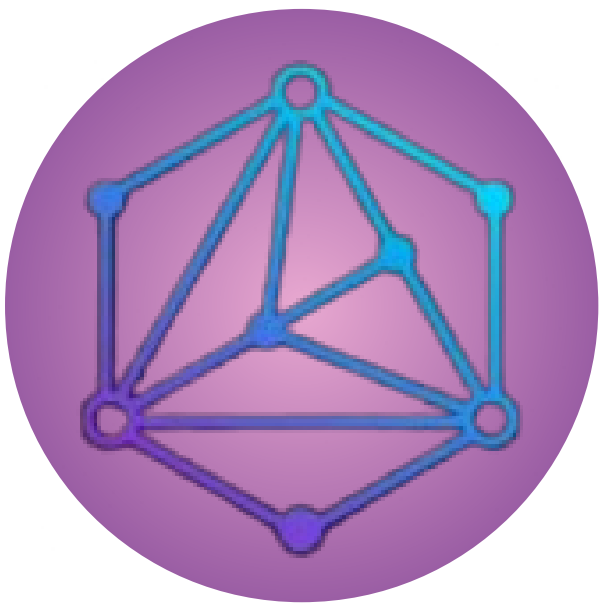


# FIFA

Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- Tournament Style: Knockout
- Platform: PS5
- Final: length 12 minutes
- Half Time: 6 minutes
- Difficulty: Legendary
- Game Speed: Fast
- Camera: Tele Broadcast
- Legacy Defending is not allowed.
- Injuries: OFF
- Offside: ON
- **During the competition, participants are not allowed to go outside the university premises.**
- Each half would be of 5 minutes.
- Participants can select whichever team they want, either club or international. Both participants can also select the same team.
- Maximum of 2 minutes will be given to the participants before the game for team management and customization of tactics.



- No change in the overall game settings (i.e. game speed, broadcasting view) would be allowed.
  - If the score remains level till full-time, direct penalties will be taken (Regular Matches).
  - If the score remains level till full-time, the classic play will be opted (Semi-finals + Final).
  - In case of “The Pause Glitch”, the match would be restarted however the score line would be made equal to the previous match’s scoreline before the start of actual competition.
  - The organizers at any point hold the authority to disqualify a player suspected of cheating or using any unfair means.
- 
- The registration fee is **PKR 1000**.
  - The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**





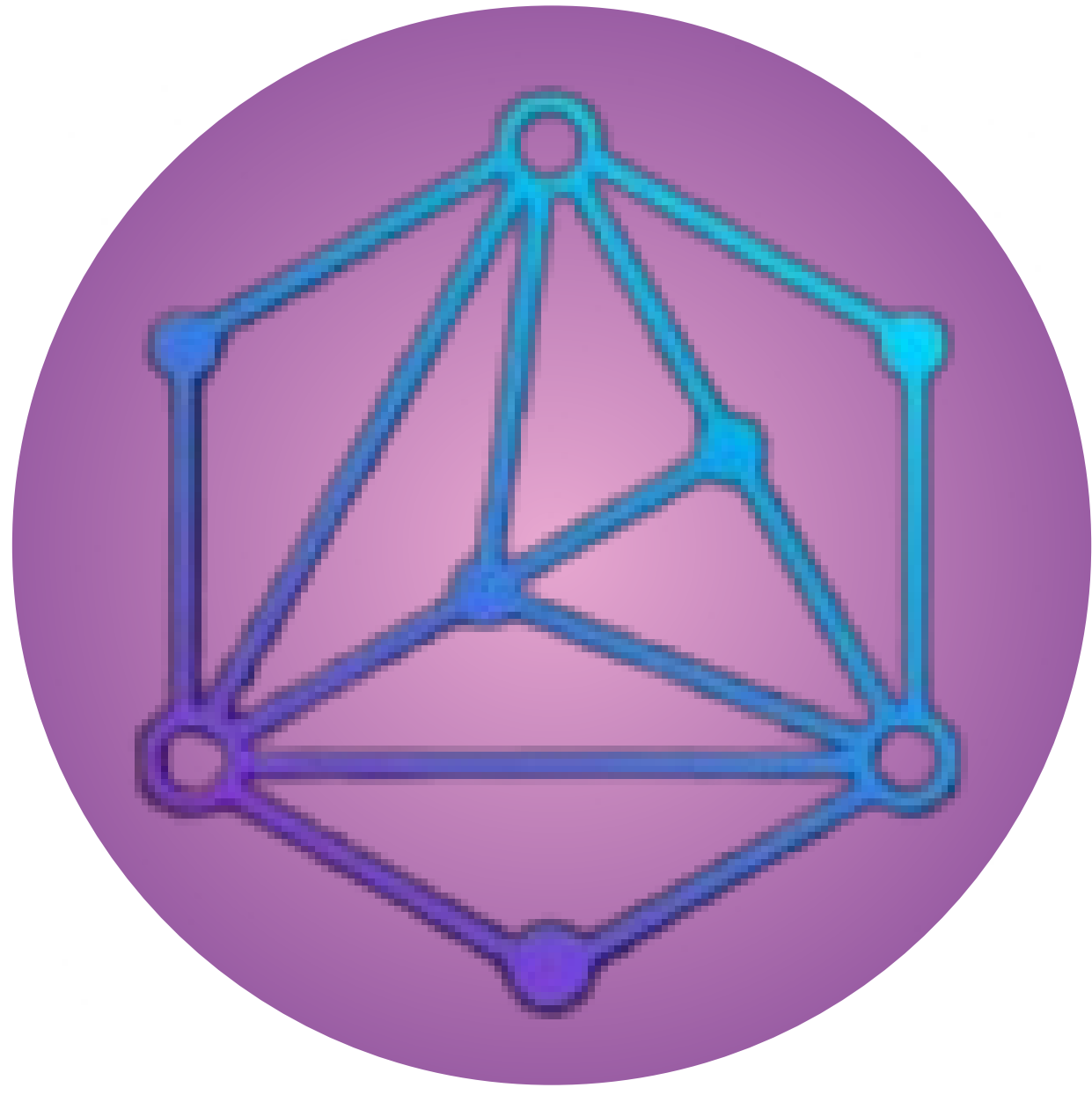
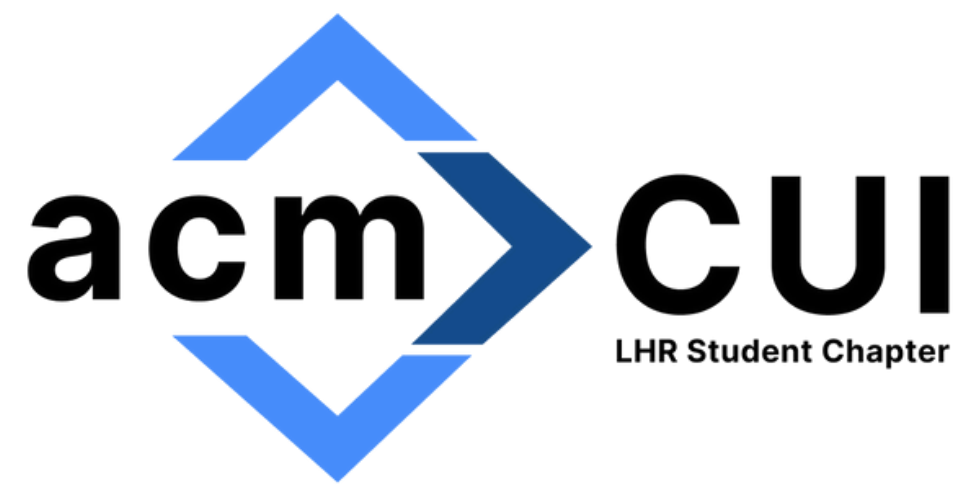
## Contact:

- **Module Lead:**

- Umair Amjad
- 0307-4604367

- **Competitions Coordinator:**

- Waqas Ul Hassan
- 0328-1189011



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# TEKKEN COMPETITION



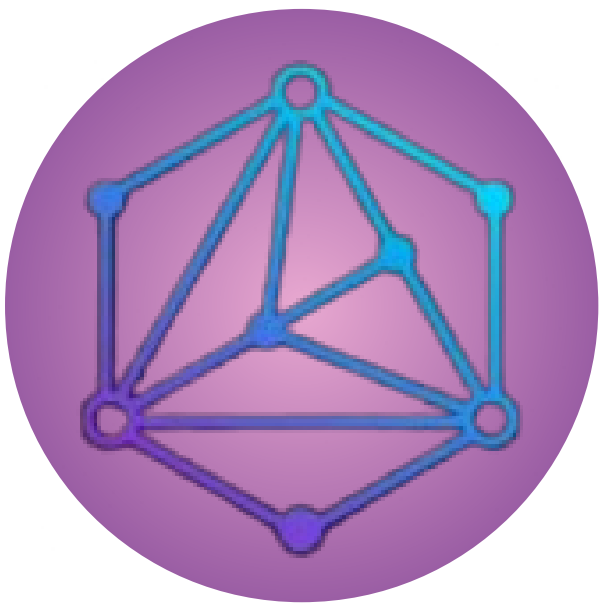


# Tekken

Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- **Format:** Double elimination
- **Match:** best of 3
- **Rounds:** 3
- **Controllers:** PS5 controllers provided by organizers
- **Allowed Controllers:**
  - PS5 supported controllers only
  - PS5 supported Arcade sticks (along with hit-box, mix-box etc)
- **Match type:** Tournament mode rules
- Special Style assists are not allowed
- Shoulder button mapping is allowed
- **Side selection:**
  - In case if both players want the same side there will be Rock paper scissors for selecting side. Side will not be changed until the match is over
- **Characters and stages:**
  - Loser may opt to change character or the stage
  - If they opt to change the character the stage will be randomized.



- Failing to arrive on the given time will result in disqualification.
- Any act of inciting violence, physical or mental abuse will result in disqualification.
- Any attempt on distracting the opponent mid game will result in disqualification.
- Any behavior deemed by the moderators to be against the values of the tournament will result in disqualification.
- The organizers hold the right to disqualify you if you're suspected of anything.

### **Registration:**

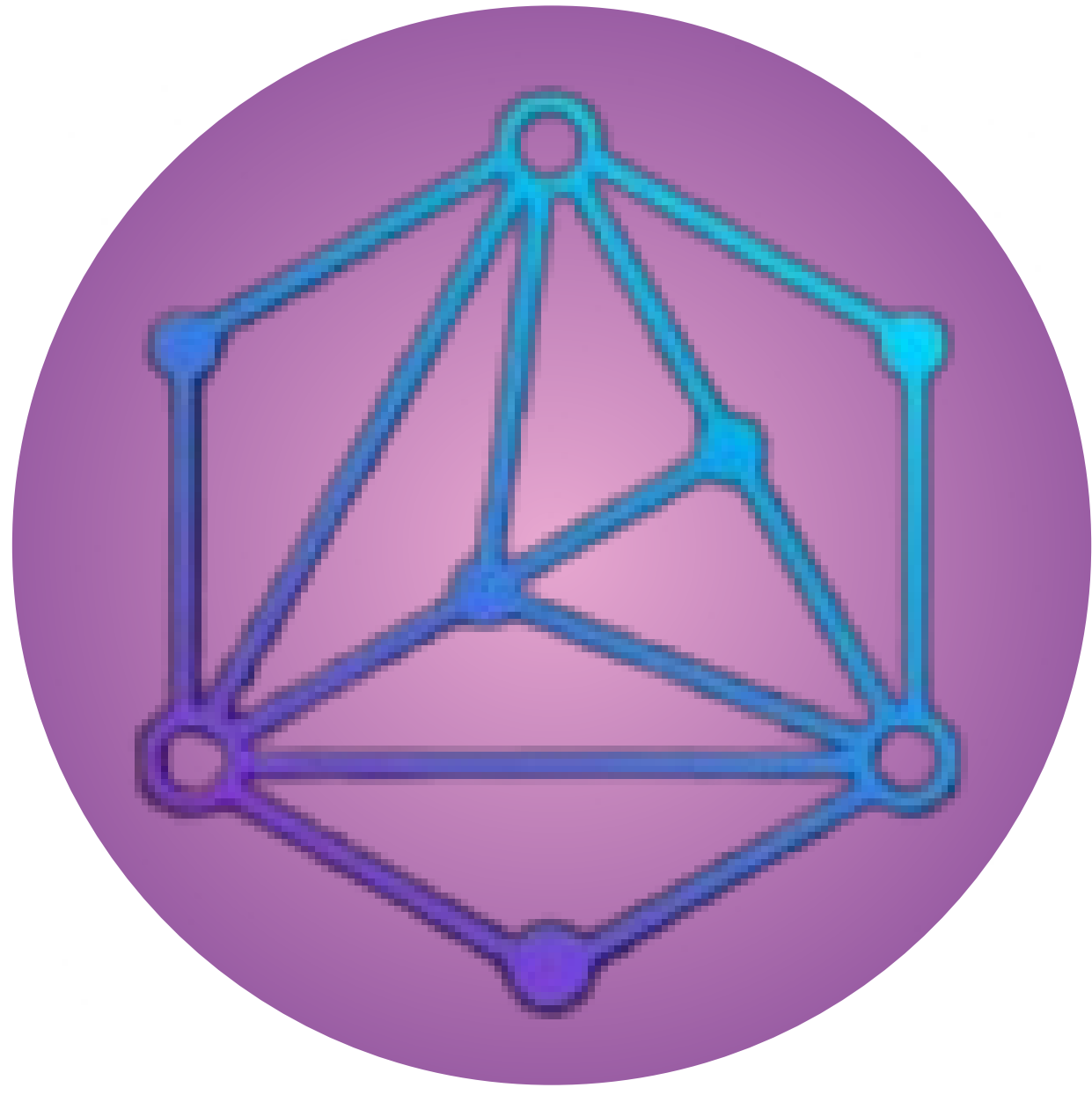
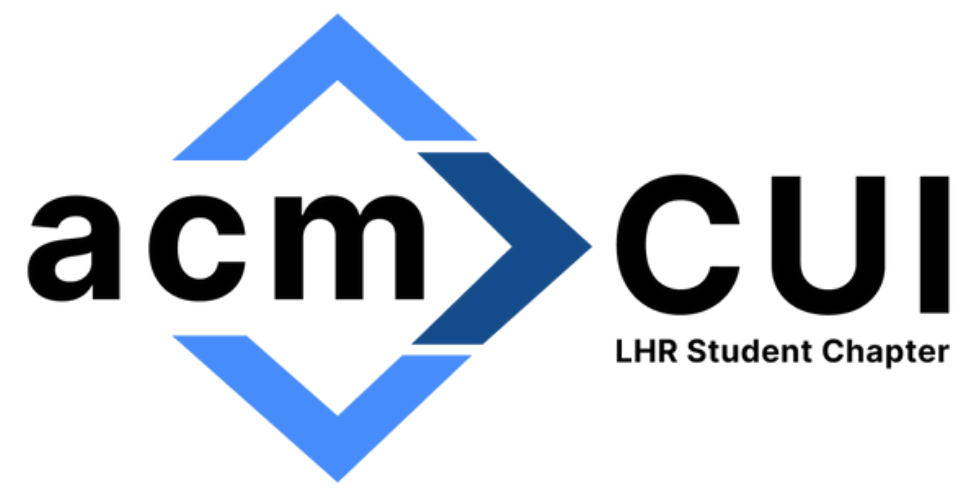
- The registration fee is **PKR 1000**.
- The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

### **Contact:**

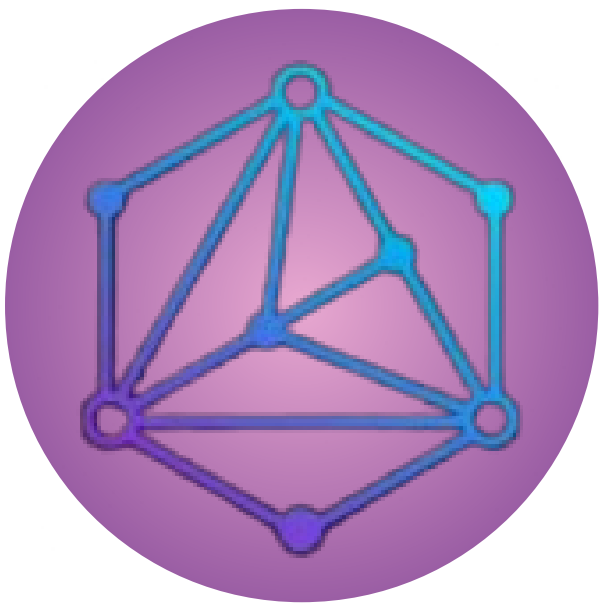
- **Module Lead:**
  - Muhammad Abdullah
  - 0320-7818197
- **Competitions Coordinator:**
  - Waqas Ul Hassan
  - 0328-1189011





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# SCAVENGER HUNT



# Scavenger Hunt

Register at: <https://tally.so/r/3xv88r>

## Competition Overview:

- Teams will be given a list of clues or tasks to complete within a specified area or time limit.
- The clues or tasks may involve finding specific items, solving puzzles, or completing challenges.
- The duration of the scavenger hunt will be announced before the event.
- Participants may be required to use their own devices or tools to complete the tasks.
- The competition organizers may provide some materials or resources.

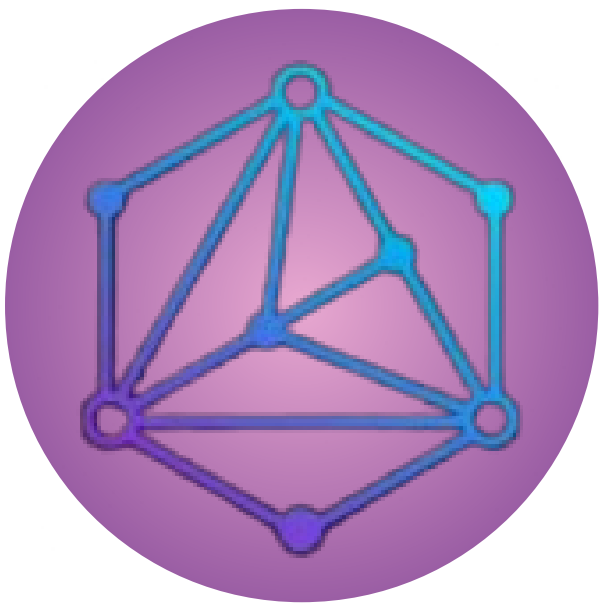
## Competition Rules:

- All teams must check in at the designated starting point for a briefing session before the scavenger hunt begins.
- During the competition, participants are not allowed to go outside the university premises.





- The scavenger hunt has a predetermined time limit within which teams must complete the challenges and locate items/clues.
- Teams will receive a set of clues or riddles guiding them to various locations on the university campus.
- At each location, teams will encounter challenges that may involve solving puzzles, completing tasks, or gathering specific items.
- Teams must provide evidence for completing each challenge, such as clue cards and collected items, as it is crucial for scoring.
- Scavenger Hunt team officers will be available to assist teams with any relevant concerns regarding the game or locations.
- The team that collects all their clues and reaches the final location first will be declared the winner.
- Teams are expected to follow ethical and respectful conduct throughout the scavenger hunt. Unsportsmanlike behavior, such as rule violations, may result in disqualification.
- Registration fees are non-refundable, even in the event of disqualification or technical issues beyond the organizer's control.



## Team Eligibility Criteria:

- Each team should consist of a minimum of 3 and a maximum of 5 participants.
- Participants must be enrolled in an undergraduate degree program.
- Cross university teams are allowed.

## Registration:

- The registration fee is **PKR 2000**.
- The registration fee is **non-refundable**.

**Note: Organizers hold the rights to make amendments in the rules. The rules will be updated accordingly on the website.**

## Contact:

- **Module Lead:**
  - Arham Atique
  - 0318-3620321
- **Competitions Coordinator:**
  - Waqas Ul Hassan
  - 0328-1189011