

# Line follower

## 1. Problem statement:

Design a line following robot which is capable of following a black line over a white background.

## 2. Game play:

### Round 1:simple track

The complexity of the track will be simple .Each team will be given 3 minutes in order to qualify for the 2nd round . Width of the line will be 3cm. The participants shall be informed in prior by the event coordinators if there is any change in the width of the line. If a robot leaves the track it will be placed back to the checkpoint it has passed. Once the bot is placed on the track, a maximum of 5 touches will be allowed to reset the bot on the right track and a penalty of 5sec per touch shall be added to the total time . The teams with the minimum time will qualify for the 2nd round.

### Round 2:Complex track

The complexity of the track will be complex. Width of the line will be 3cm. The participants shall be informed in prior by the event coordinators if there is any change in the width of the line.

Once the bot is placed on the track, a maximum of 5 touches will be allowed to reset the bot on the right track and a penalty of 5sec per touch shall be added to the total time. Winner shall be the group which finishes the track in the shortest

time. In case no team manages to finish the track, then the prize shall be given to the team who completes most part of the track.

### **3. Judging criteria:**

1. Hand touch will cause penalties.
2. The decision of the judges are final.
3. final scoring and the penalties will be announced at the day of the event.

**NOTE:** Points given by the judges will be final .No argument will be tolerated , the team arguing with the judges can be disqualified.

### **4. Competition rules:**

1. Competition is open to all.
2. Participants have to carry their institute identity card along with them.
3. The organizers reserve all rights to change any of the above mentioned rules.
4. Change in the rule if any will be notified to registered participants and will be updated on the Megaleio website.
5. Participants who misbehave may be asked to leave the competition area and risk being disqualified from the contest..

6.Participants are asked to take proper care that they are not damaging the arena.

**NOTE:** Please note that, no participants will be allowed to enter the arena during the entire duration of the match .

**5.Team specifications:**

Maximum number of participants per team:3

students from different educational institutes can form a team.

**6.Entry fee:** 150 Rs./per team

**7.Prize :-**

1<sup>st</sup> prize :- 3000rs/-

2<sup>nd</sup> prize :- 2000rs/-

3<sup>rd</sup> prize :- 1000rs/-

**8.Contact details:** Coordinator: Sunil Yadav :-8237165218

**NOTE:** The participants are expected to be present at the venue before the event commences. late comers are liable to be disqualified. certificate of participation will be awarded to all the participants. For any queries contact the event coordinators.