



*Dnyanprassarak Mandal's*

College and Research Centre

Assagao, Bardez, Goa

*Inspiring, Igniting and Transforming to Excel!*

Affiliated to Goa University and Recognized by UGC

Accredited by NAAC with 'A' grade (4th Cycle) with a CGPA of 3.15/4.00

## DEPARTMENT OF COMPUTER APPLICATIONS

PRESENTS



# TECHNOTRONICS

## 2026

# HACKVERSE

WHERE INNOVATION MEETS CHALLENGES

# 18<sup>TH</sup> FEBRUARY 2026

# TABLE OF CONTENTS



TITLE

PAGE NO.

---

<a href="#"><u>About</u></a>	<a href="#"><u>3</u></a>
<a href="#"><u>General Rules</u></a>	<a href="#"><u>4</u></a>
<a href="#"><u>Schedule</u></a>	<a href="#"><u>6</u></a>
<a href="#"><u>Events</u></a>	<a href="#"><u>7</u></a>
<a href="#"><u>Gaming Events</u></a>	<a href="#"><u>23</u></a>
<a href="#"><u>Social Media &amp; Registration</u></a>	<a href="#"><u>27</u></a>



# ABOUT

**Technotronics** is an intercollegiate event hosted by the Department of Computer Application at Dnyanprassarak Mandal's College and Research Centre. More than just a competition, it's a platform where brilliant minds converge, innovative ideas ignite, and the future of technology is forged.

**Technotronics 2026 – Hackverse** is designed as an immersive tech journey inspired by the concept of a game universe. At the core lies the **Main Quest – Hackathon**, where participants collaborate, code, and innovate to solve real-world problems within a limited time. Surrounding the main quest are **7 Side Quests**, each crafted to test different skills—technical knowledge, debugging ability, hardware expertise, creativity, communication, logic, and teamwork.


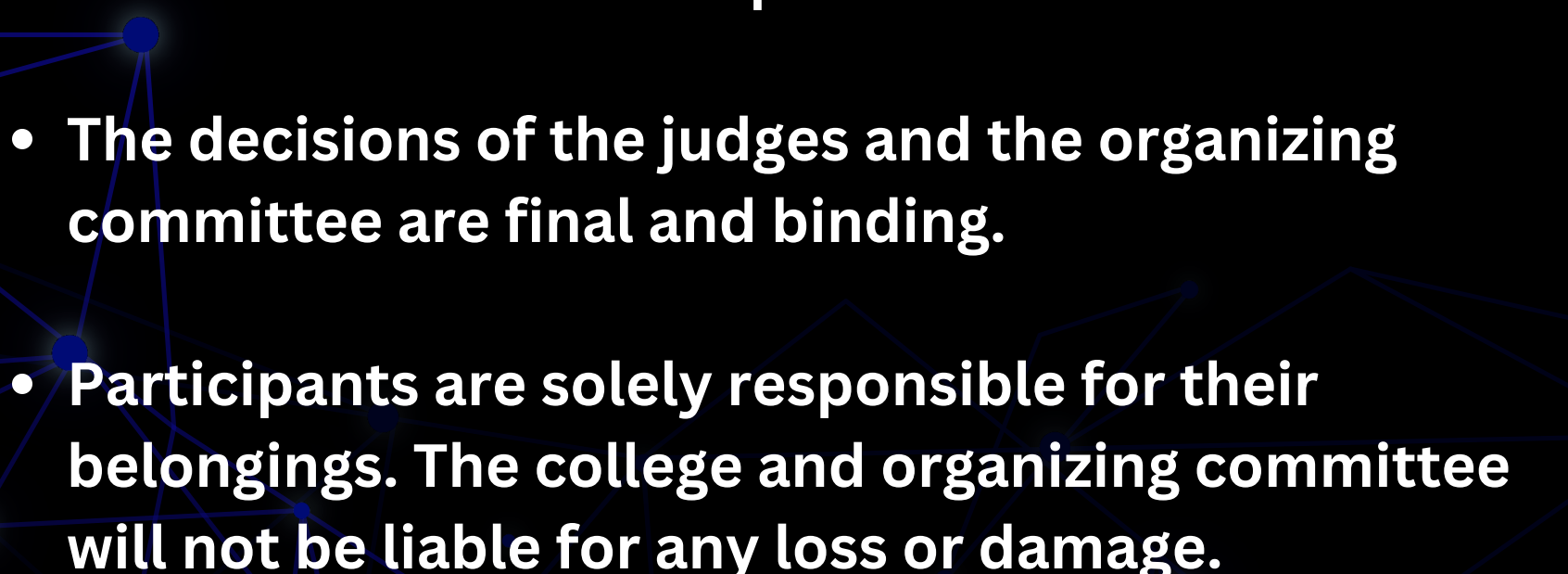
Participants can choose their path through the Hackverse by taking on these side quests, gaining experience, confidence, and recognition as they progress through challenges that are as engaging as they are competitive.

**Where Innovation Meets Challenges**

**TECHNOTRONICS**

**2026**

# GENERAL RULES

- 
- **The Overall Event Winners will receive a cash prize of ₹5,000 and HackVerse Winners winning ₹3,000.**
  - **A registration fee of ₹1000 per team is applicable and must be paid during registration.**
  - **Each team must consist of 8 participants excluding Gaming event participants.**
  - **Participation in all events is compulsory. Failure to comply will result in a penalty of negative 100 points.**
  - **Participation in at least one additional event, other than the HackVerse and HelloWorld, is mandatory for all participants. Failure to comply will result in a penalty of negative 100 points.**
  - **Early bird registrations will receive a 50-point bonus, applicable to the overall team score.**
  - **Valid college ID cards are mandatory for all participants and must be produced upon request.**
  - **All participants must strictly adhere to the established code of conduct. Any form of misconduct, indiscipline, or rule violation may result in immediate disqualification.**
  - **The decisions of the judges and the organizing committee are final and binding.**
  - **Participants are solely responsible for their belongings. The college and organizing committee will not be liable for any loss or damage.**
- 

# GENERAL RULES

- All projects, submissions, and materials submitted during the events will become the property of the college, with the right to use them for academic, promotional, or display purposes.

# POINT SYSTEM

## HackVerse

**1<sup>st</sup> Place - 500pts**

**2<sup>nd</sup> Place - 300pts**

**3<sup>rd</sup> Place - 150pts**

## Sub Events

**1<sup>st</sup> Place - 200pts**

**2<sup>nd</sup> Place - 100pts**

# OVERALL CO-ORDINATORS

**RAVI CHAUHAN**  
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**Student Co-ordinator**

**KRISHNARAO RANE**  
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**Faculty Co-ordinator**

# SCHEDULE



Time	BCA Lab	Classroom	Auditorium	
8:30 AM - 9:30 AM			Registration & Hello World Submission	
9:30 AM - 10:00 AM				HackVerse
10:00 AM - 11:30 AM	BugDash & RigRumble		TechIQ	
11:30 AM - 1:00 PM	MotionMedia	DeadLock	FinalVerdict	
1:00 PM - 1:30 PM	System Cooldown			
1:30 PM - 2:00 PM	System Cooldown			
2:00 PM - 2:30 PM			HelloWorld Screening	
2:30 PM - 4:00 PM			HackVerse Demo Round	
4:00 PM - 4:30 PM			Valedictory Function	

# EVENTS

TITLE

PAGE NO.

[HelloWorld](#)

[8](#)

[HackVerse](#)

[10](#)

[BugDash](#)

[12](#)

[TechIQ](#)

[15](#)

[FinalVerdict](#)

[16](#)

[RigRumble](#)

[17](#)

[DeadLock](#)

[19](#)

[MotionMedia](#)

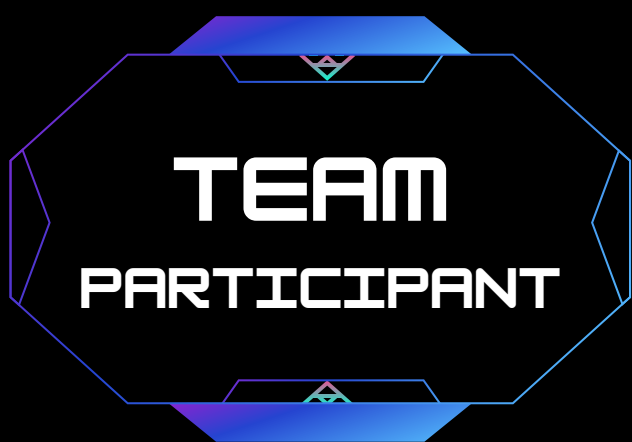
[21](#)





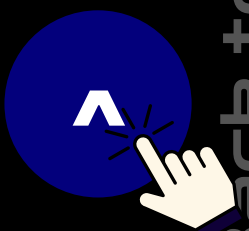
# HelloWorld

Hello World is a Ice-breaker X Short-Film event where teams introduce themselves through a creative, tech-themed video with a mix of horror and thriller elements.



## Rules

- Time Duration: 3-5 minutes
- All team members must be featured in the video and clearly introduce themselves along with their roles.
- The video must strictly follow the given theme (Technology with Horror/Thriller elements).
- The video must be shot in landscape mode (16:9 aspect ratio).
- The video format should be MP4 only.
- Participants may choose any language (English / Hindi / Konkani / Marathi).
- Use of offensive language, abusive words, or inappropriate content is strictly prohibited.



# HelloWorld



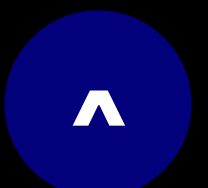
## Judging Criteria

- Originality and Creativity
- Script and Storytelling
- Cinematography (Camera Angles and Framing)
- Editing and Colour Grading

## Co-ordinators

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# HackVerse

HackVerse is a high-intensity, team-based hackathon where participants design and build innovative tech solutions within a limited time frame. Teams will be challenged to analyze a real-world problem revealed at the start of the event, rapidly ideate, and develop a functional prototype using any tools or technologies of their choice. HackVerse focuses on problem-solving ability, logical thinking, teamwork, and practical implementation rather than just polished output.



**TEAM  
PARTICIPANTS**



**4.5  
HOURS**

## Rules

- Teams must work only on the problem statement announced on the spot
- Minimum 2 team members must be present at the hackathon venue at all times
- Remaining team members must attend sub-events, but the hackathon station should not be left unattended.
- BYOD - Teams must bring their own laptops.
- Internet access will be provided, and teams are advised to arrange their own backup connection if needed.
- Use of AI tools, Online documentation, Tutorials, APIs, and open-source resources are permitted
- Pre-built libraries and frameworks are allowed. However, fully copied or rebranded projects are strictly prohibited and will lead to disqualification



# HackVerse



- Development must start only after the problem statement is announced
- Each team must submit a working prototype, Source code (GitHub), explanation of the solution and tech stack
- Teams must understand and explain their solution during the demonstration
- Judges' decisions are final and binding

## Judging Criteria

- Problem understanding
- Solution logic and feasibility
- Code quality
- Team collaboration

### Co-ordinators

**ADITYA GAONKAR**  
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# BugDash

BugDash is a high-intensity debugging competition designed to test participants' ability to identify, analyze, and fix real-world code issues under strict constraints. This event focuses on problem-solving skill, logical thinking, and deep understanding of programming and web technologies—not speed typing or blind rewriting.



**2**  
PARTICIPANTS



**1.5**  
HOURS

## General Rules

- The challenge consists of 2 rounds.
- Use of internet, AI tools, or external help is strictly prohibited.
- Participants are allowed to debug only the given code/website; complete rewrites are not allowed.
- The problem statement and expected output must not be modified.
- All submissions must be completed within the given time limit.
- Any form of plagiarism or collaboration between teams will result in disqualification.
- Judges' decisions are final and binding.



# BugDash



## Round 1: Programming Language Debugging

**Languages :** C, Java, Python

**Objective:** Debug all given programs so that they run successfully and produce the correct output.

### Rules

- Each team will receive three buggy programs in C , Java and Python:
- All three programs must be debugged within the allotted time.
- The programs may contain Syntax errors, Logical errors, Runtime errors.
- Participants are not allowed to Change the core algorithm, Add unnecessary libraries, Rewrite the entire program.
- Each program must Compile without errors and Execute successfully.
- The output of each program must exactly match the expected output.

### Evaluation Criteria

- Number of programs correctly debugged
- Correctness of output
- Code quality and readability
- ● Time taken to complete all three programs



# BugDash



## Round 2: Website Debugging (Full Stack)

**Technologies:** HTML, CSS, JS, PHP, MySql

**Objective:** Fix a broken website and make it fully functional and visually correct.

### Rules

- Participants will be provided with Website source files and MySQL database schema and sample data
- Participants must Debug frontend and backend issues and Ensure correct database interaction
- Participants are not allowed to Modify the database schema, Hardcode database values and Bypass backend validation
- The website must Load without errors and Perform all required operations correctly
- Any intentional security or logic flaws must be properly fixed.

### Evaluation Criteria

- Functional correctness
- UI consistency
- Error-free execution
- Proper database operations
- Code maintainability

### Co-ordinators

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# TechIQ

Ready to challenge your mind and put your knowledge to the test? Step into TechIQ and compete with the other sharpest minds!

This is your opportunity to showcase your technical awareness, think fast, and outsmart the competition. Rise to the challenge and claim the title of TechIQ Champion!



## Rules

- 2 Participants from each team is allowed to compete
- Use of electronic devices is strictly prohibited.
- In case of a tie in any round, a tie-breaker question or round will be conducted.
- The decision of the event heads will be final and binding.
- The quiz will consist of four rounds:
  - Round 1: Elimination
  - Round 2: Current Affairs on Technology
  - Round 3: Visual Quiz - Pictogram Puzzle
  - Round 4: The Buzzer Battle
- Detailed explanation and rules for each round will be provided during the competition.

## Co-ordinators

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# FinalVerdict

FinalVerdict is a debate event where teams of two compete by presenting clear arguments, logical reasoning, and persuasive communication on technology-focused topics within strict time limits, while maintaining professionalism and decorum throughout the discussion.



## Rules

- Each team must consist of two participants.
- Participants must strictly adhere to the allotted time limits.
- Exceeding the prescribed time limit may result in penalties.
- The use of offensive, abusive, or inappropriate language is strictly prohibited.
- Participants must maintain decorum and respect towards judges, opponents, and the audience.
- Any form of misconduct, indiscipline, or violation of rules may lead to immediate disqualification.
- The decision of the judges shall be final and binding.

## Co-ordinators

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# RigRumble

RigRumble is a PC build challenge where teams of two design a fully compatible and high-performance computer within a fixed budget by selecting components online. Participants must justify their choices in a short presentation, and builds are judged on compatibility, performance, and clarity of explanation.



## Rules

- Each team must consist of 2 participants.
- A fixed budget will be provided to build the PC.
- Participants must search and select components online within the given budget.
- The build must include all hardware required for a fully functional PC.
- Use of AI tools or any external assistance is strictly prohibited.
- Teams must complete their PC configuration within the allotted time.
- Each team will get 5 minutes to present and explain their build.
- The judges' decision will be final and binding.



# RigRumble



## Judging Criteria

- Compatibility – All selected components must be fully compatible.
- Performance – Overall performance potential of the PC within the budget.
- Presentation – Clarity and justification of component choices and build strategy.

## Co-ordinators

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# DeadLock

DeadLock is a high-intensity 90-minute escape challenge where teams of two must work together to crack clues, solve sequential tasks, and push their limits under pressure. Every checkpoint unlocks the next, demanding sharp thinking, coordination, and strategy—no skipping allowed. Do you have what it takes to break the DeadLock?



## Rules

- The event will be conducted as a single continuous challenge.
- Each team must consist of exactly 2 members. No change in team members is allowed after registration.
- The total duration of the event is 90 minutes. All tasks must be completed within this time limit.
- Teams must solve clues and tasks given to them. Skipping levels/tasks is will lead to penalties.
- Use of external help, AI tools, or assistance from non-participants is strictly prohibited.
- Mobile phones and internet usage are allowed only if permitted at that level/checkpoint.
- Sharing clues, answers, or hints with other teams is not allowed.
- Any form of misconduct, unsafe behavior, or damage to college property will result in disqualification.
- All teams must follow instructions given by event coordinators and volunteers at all times.
- The decision of the judges and event coordinators is final and binding.



# DeadLock



## Judging Criteria

- Number of checkpoints successfully completed
- Accuracy of task completion
- Time taken to complete the challenge
- Rule compliance and fair play

## Co-ordinators

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# MotionMedia

MotionMedia is an individual creative design challenge where participants use Canva to design a motion poster, logo, and infographic based on a given theme. The event tests visual storytelling, creativity, and design clarity by requiring participants to transform ideas into engaging static and motion-based designs within a limited time, using only their own original concepts and Canva tools.



## Rules

- The theme/topic will be announced at the start of the event.
- Systems will be provided for all participants.
- All designs (motion poster, logo, and infographic) must be created only using Canva.
- Participants must start from a blank canvas; use of pre-built templates is strictly prohibited.
- All designs must be original and created during the event duration.
- The motion poster must include basic animation/motion elements.
- Final submissions must be completed within the allotted time.
- Any form of plagiarism or use of external design tools will lead to disqualification.
- Judges' decisions will be final and binding.



# MotionMedia



## Judging Criteria

- Creativity & Originality – Uniqueness of ideas and innovation in design.
- Visual Appeal – Effective use of colors, typography, and layout.
- Motion Quality – Relevance and smoothness of animations in the motion poster.
- Concept Clarity – How clearly the theme or message is communicated.
- Overall Execution – Design consistency, technical accuracy, and timely completion.

## Co-ordinators

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TECHNOTRONICS

# GAMING EVENTS

2022

# GAMING RULES

- **Registration :** Participants can register in person at the designated registration desk.
- **Event Venue:** All gaming events will take place in the BCA classrooms.
- **College ID is mandatory.**
- **Overall Winners will be awarded with cash prize.**
- **Registration will be on a first-come, first-served basis.**
- **Once the maximum capacity for a game is reached, registration will be closed.**
- **The organizers' decision regarding participant eligibility and game rules will be final.**
- **A participant's belongings are their responsibility; the college is not liable for any losses.**
- **Participants are responsible for handling gaming consoles and controllers with care.**
- **Any damage to equipment caused by a team will be the team's responsibility, and they will be liable for the repair or replacement costs.**
- **All participants must adhere to the rules of fair play and sportsmanship. Maintain a positive and respectful attitude towards fellow players, organizers, and staff. Any form of cheating, including using unauthorized software or hardware, will result in immediate disqualification.**





# BGMI

A thrilling third-person shooter experience. Compete with others in an intense battle.

- Date : Febuary 18, 2026.
- Game Mode : Battle Royale
- Registration Fee : ₹ 400/team

## Co-ordinators

**KRITIK MANDREKAR**  
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# FIFA

Show off your soccer skills in this competitive football simulation game.

- Date : Febuary 18, 2026.
- Game Mode : 1v1
- Registration Fee : ₹ 100/participant

## Co-ordinators

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# Social Media & Registration



**TECHNOTRONICS  
2K26**

[Register](#)

