



AISSMS

COLLEGE OF ENGINEERING

ज्ञानम् सकलजनहिताय

An Autonomous Institute Affiliated to Savitribai Phule Pune University
Approved by AICTE, New Delhi and Recognised by Govt. of Maharashtra

Accredited by NAAC with "A+" Grade | NBA - 7 UG Programmes



DEPARTMENT OF COMPUTER ENGINEERING

BITS N BYTES

20TH ENGINEERING TODAY 2025-2026

29TH and 30th September 2025

EVENT, CODE, TERMS AND CONDITIONS

EVENTS:

HACKATHON (InnovateSphere)

TREASURE HUNT (Technical Treasure Hunt)

BATTLEFIELD ARENA

General Secretary

Siddhi Soni (9529330742)

Faculty Co-ordinator

Mr. Swamiraj. S Jadhav

Joint General Secretary

Bhakti Ghadage
(8237689077)

**HOD Computer
Engineering**

Dr. S.V. Athawale

Principal

Dr. D. S. Bormane



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ENGINEERING TODAY 2025

RULES FOR HACKATHON (InnovateSphere) (CO1)

Entry Fee: - Rs: 100/- (per participant)
(MAX 4 member per team)

OVERVIEW:

The **Engineering Today** of **AISSMS College of Engineering, Pune** invites participants to create tech solutions and tackle real-world challenges.

Collaborate, code, and compete to bring your ideas to life!

- Name of Event: **_ InnovateSphere**
- Theme of Event: Innovation through Technology
- Tagline: Code. Create. Conquer.
- **Date & Time: 29th September 10:30 am and 30th September 10:30 am**
- **Venue: Hybrid** – In person at AISSMS College of Engineering or Online (Platform will be shared later)

ELIGIBILITY

The competition is open for all Degree and Diploma students. Students have to submit entries as a team. Team sizes will be MAX 4 students per team.

OBJECTIVE:

To foster innovation and problem-solving by challenging students to build creative tech solutions in a collaborative, time-bound environment.

GUIDELINES:

- **GENERAL RULES:**

- The hackathon will consist of two rounds conducted over two consecutive days.
- All members of the team must participate in both rounds.
- Teams must adhere to the time limits given for presentations and demos.
- Any kind of plagiarism or use of pre-built projects (without proper acknowledgment) will lead to disqualification.
- Judges' decision will be final.
- The event will be conducted in hybrid mode – teams may participate online or offline.

- **HACKATHON THEMES/DOMAINS**

- Education and Skill Development
- Automation and Hardware Simulation
- Creative AI and Generative Tech
- Social Well-being and Health Care
- Open Innovation (Wildcard)

- **Special Rules for Automation and Hardware Simulation Theme**

- All submitted projects in this theme must involve automation or hardware simulation in some form.
- Participants may use software simulations to emulate hardware systems, IoT devices, or robotic mechanisms.
- Projects should demonstrate a functional or simulated workflow showing the automated process or hardware behavior.
- Physical hardware demonstrations are optional but encouraged if feasible.

ROUND 1 – Idea Pitch (Day 1)

- Each team will present their idea via PPT (format will be shared at registration).
- Time per team: **7 minutes for pitch + 3–5 minutes Q&A.**
- Evaluation will be based on: Clarity of idea, Originality and innovation, Feasibility and practicality.
- Each team will get approx. 10–12 minutes total.
- Based on scores, teams will be shortlisted for Round 2

ROUND 2 – Prototype + Demo (Day 2)

- Shortlisted teams must submit:
 - **GitHub repository** link of their code
 - 3–5 min **demo video** (explaining prototype)
- During the final meet:
 - Each team gets 12–15 minutes total
 - 5 minutes demo + rest Q&A with judges
- Evaluation will be based on: Working prototype, technical depth and implementation, Innovation and uniqueness, Usability and potential impact.

SUBMISSION GUIDELINES

- PPT must be submitted **before Round 1** (link will be shared).
- GitHub repo + demo video must be submitted **before Round 2** (link will be shared).
- File naming convention will be communicated.

EVALUATION CRITERIA

- Idea Clarity – 20%
- Originality & Innovation – 20%
- Technical Depth – 25%
- Presentation & Communication – 15%
- Feasibility/Impact – 20%

CODE OF CONDUCT:

- Respect all participants, mentors, and judges.
- **No plagiarism** or use of unfair means.
- Maintain team spirit and professionalism throughout the event.

PRIZE POOL:

- **First Prize: Rs: -5000/-**
- **Second Prize: Rs: -3000/-**

Event Co-ordinators

Samruddhi Thorat (9860584834)

Samidha Dhawale (9112210105)

General Secretary

Siddhi Soni (9529330742)

Joint General Secretary

Bhakti Ghadage (8237689077)

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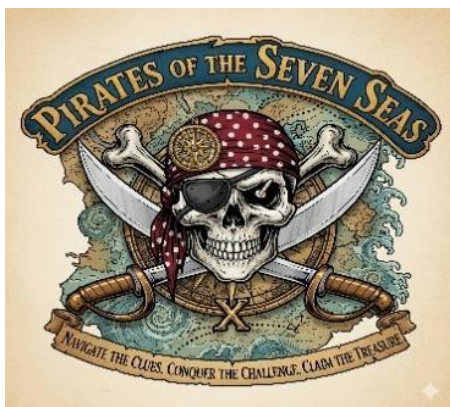
TECHNICAL TRESURE HUNT (CO2)

Entry Fee: -Rs: 100/- (per participant)

OVERVIEW

The **Engineering Today** of **AISSMS College of Engineering, Pune** is excited to announce its next edition of the **Technical Treasure Hunt**. Participants will solve quizzes, decode clues, and crack codes to find hidden treasures and test their technical skills!

- Name of Event: **Technical Treasure Hunt**
- Theme of Event: **Pirates of the Seven Seas**
- Tagline: **Navigate the Clues, Conquer the Seas, Claim the Treasure.**
- **Date & Time:** 29th September 10:30 am and 30th September 10:30 am
- **Venue:** Hybrid – In person at AISSMS College of Engineering
- **Event Logo:**



ELIGIBILITY

The competition is open for all Degree and Diploma students. Students have to submit entries as a team. Team sizes will be MAX 5 students per team.

OBJECTIVE:

To encourage critical thinking, teamwork, and technical skills by challenging students to solve quizzes, decode clues, and crack codes in a fun and engaging treasure hunt format.

BASIC RULES:

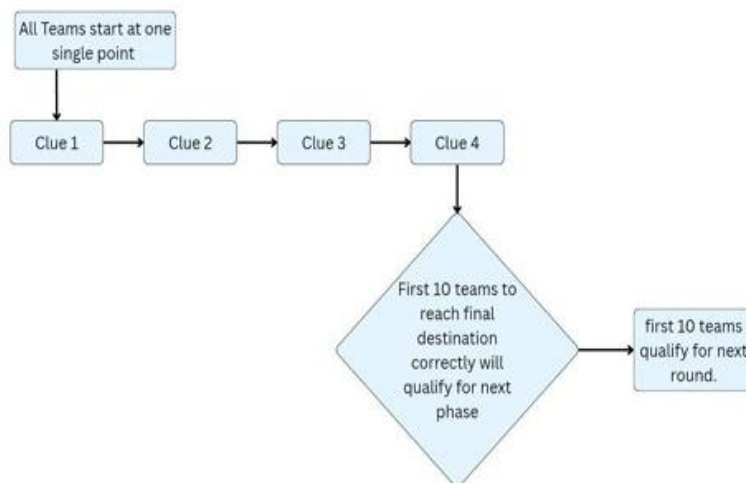
- Three rounds will be conducted during the event.
- There will be a total of 5 members per team.
- No one other than the team members can stay with the team during the rounds.
- All the members of the team must be together throughout the event. They cannot run to find the clue individually.
- Do not damage or misplace clues. Any form of misconduct, arguing, or cheating will lead to immediate disqualification.
- In case of disputes, the decision of the organizers will be final and binding

STRUCTURE OF THE EVENT

Event is divided in three phases as follows:

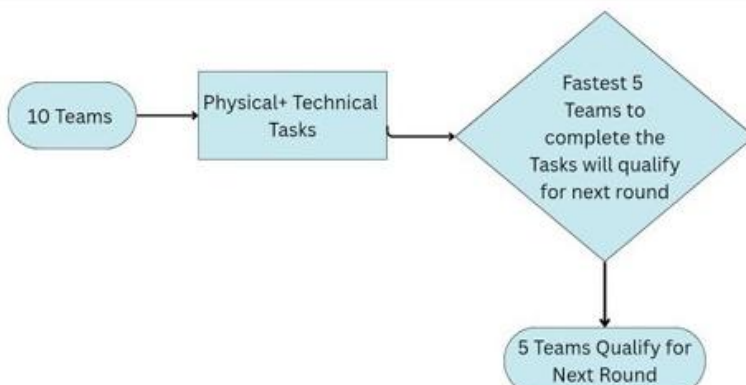
1) The Map of Mysteries:

- Each team is given a series of four **technical puzzles** to solve.
- These puzzles are designed to test their problem-solving and logical reasoning skills.
- The solutions to the puzzles are clues that lead teams to their next location.
- **First 10 teams** to correctly arrive at the final location will qualify for the next phase.



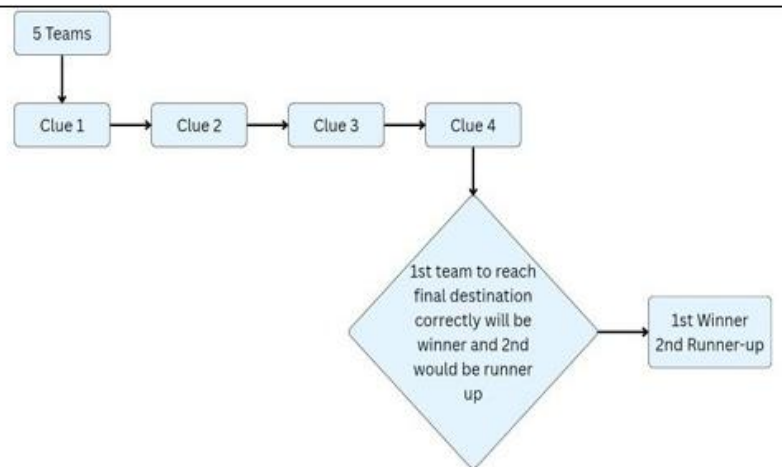
2) Trials of the Seven Seas:

- The 10 qualifying teams will face physical and technical challenges.
- This round is a high-pressure test of their ability to find and fix errors quickly and efficiently.
- The fastest **5 teams** to successfully complete the task will qualify for the final round.



3) The Final Voyage:

- Each team will face a set of four technical puzzles.
- These puzzles are crafted to assess logical reasoning and problem-solving abilities.
- The solution to each puzzle will serve as a clue, guiding teams to their next destination.
- This round demands a blend of skills to accomplish a multi-step challenge.
- The team that completes the final task first and reaches the treasure's location will be crowned the winner, while the second team will secure the runner-up position.



PRIZES

- First Prize: 5000/-
- Second Prize: 3000/-

Event Co-ordinators

Harshalee Malu (8010459882)

Aakash Haygonde (9226830338)

Faculty Co-ordinator

Mr. N. R. Talhar

General Secretary

Siddhi Soni (9529330742)

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BATTLEFIELD ARENA (CO3)

Entry Fee: -Rs:100/- (per participant)

OVERVIEW

Engineering Today of AISSMS College of Engineering, Pune is excited to announce its next edition of the BGMI Tournament. Participants will battle it out in intense matches, showcase their strategy, and prove their gaming skills to win exciting prizes!

- Name of Event: **BGMI Battlefield Arena**
- Date & Time: **29th September 10:30 am and 30th September 10:30 am**
- Venue: **Online** – join from anywhere!

RULES:

- Each team must have 4 members at all times during the competition.
- Every team needs a designated captain who will be the point of contact with tournament officials.
- Players are only allowed to participate using handheld mobile phones.
- All in-game characters must remain fully clothed after leaving the lobby.
- Suspicious activities such as hacking, teaming up with other teams, or using emulators like BlueStacks or any other device that is not an Android smartphone will result in disqualification.

- Teams are not allowed to change their players after the tournament has begun.
- Cheating leads to elimination unless video evidence is provided.
- Winners are decided based on the point table: Total Points = Rank Points + Kill Points (1 Kill = 1 Point).
- Each team must submit at least 2 POV videos.
- Players must ensure their own mobile device and internet connection are stable and Organizers are not responsible for device failure or disconnection.
- Players must join the custom room within 10 minutes after the ID and password are shared; otherwise, they will not be entertained.
- Organizer's decision is final in case of disputes or conflicts.
- Every player must have a BGMI level of at least 20 to participate in the tournament, and no newly created accounts are allowed.
- If two teams have equal points, the winner will be decided based on total number of matches won first, then total finishes(eliminations) and then highest rank in last match.
- Entry fee is non-refundable once registration is confirmed.
- Maps: **Erangel, Sanhok, Miramar** (any 2 or all 3).

DISQUALIFICATION

- Participants may be disqualified for use of unfair means or cheating.
- Disrespectful or disruptive behavior.
- Violating any of the rules mentioned above.

Evaluation Table

Rank	Points	Rank	Points
Rank 1	10	Rank 8	1
Rank 2	6	Rank 9	0
Rank 3	5	Rank 10	0
Rank 4	4	Rank 11	0
Rank 5	3	Rank 12	0
Rank 6	2	Rank 13	0
Rank 7	1	Rank 14	0

Kill Point: 1 point per kill

PRIZES

First Prize -: Rs: 5000/-

Second Prize -: Rs:3000/-

Event Co-ordinators

Kunal Undirwade (7020785804)

Laksh Mehta (9699582101)

General Secretary

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Joint General Secretary

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