



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

21ST ENGINEERING TODAY 2026-2027

29TH and 30th September 2026

EVENT, CODE, TERMS AND CONDITIONS

EVENTS:

**TREASURE HUNT (Technical Treasure
Hunt)**

BATTLEFIELD ARENA

General Secretary

Bhakti Ghadage (8237689077)

Joint General Secretary

Piyusha Kesare (7038100770)

Faculty Co-ordinator

Mrs.V.V.Khatavkar

**HOD Computer
Engineering**

Dr. D.P.Gaikwad

Principal

Dr. D. S. Bormame



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TECHNICAL TREASURE HUNT (CO1)

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: **Sherlock Holmes: The secret of 221B**
- Tagline: **Some mysteries are solved. Others are earned.**
- 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:

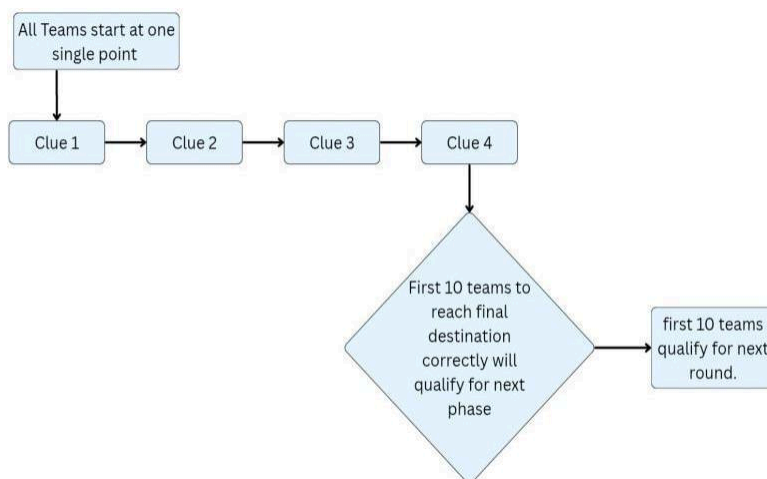
- Three rounds will be conducted during the event.
- There will be a total of 5 members per team.
- No one other than the team members can stay with the team during the rounds.
- All the members of the team must be together throughout the event. They cannot run to find the clue individually.
- Do not 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

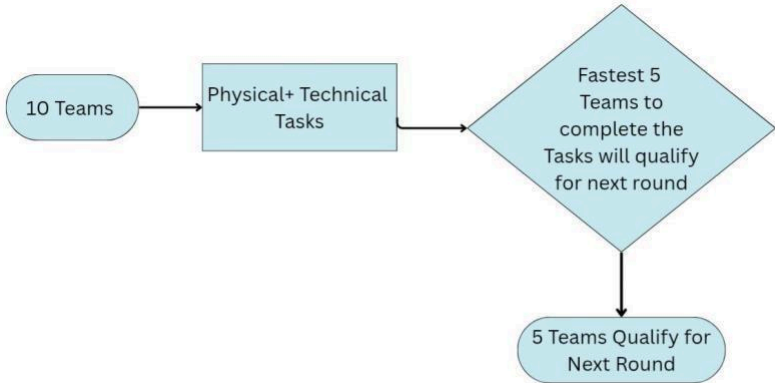
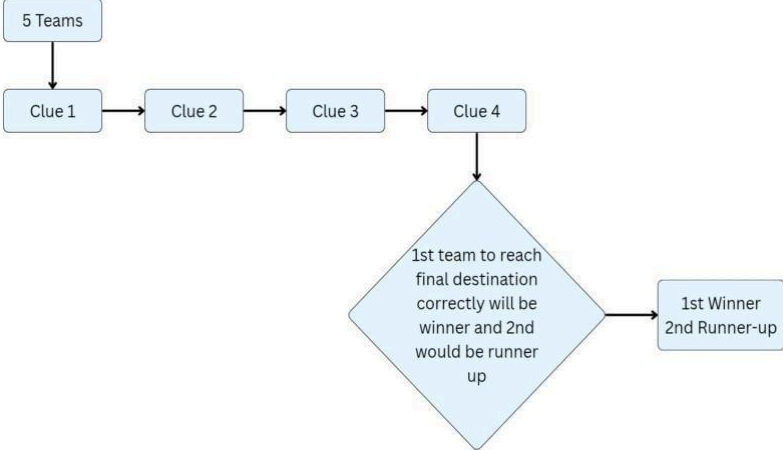
STRUCTURE OF THE EVENT

Event is divided in three phases as follows:

● **The Baker Street Trail:**

- 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) The Detective's Trial: • 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.	 <pre> graph LR A([10 Teams]) --> B[Physical+ Technical Tasks] B --> C{Fastest 5 Teams to complete the Tasks will qualify for next round} C --> D([5 Teams Qualify for Next Round]) </pre>
3) The Final Deduction : • 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.	 <pre> graph LR A([5 Teams]) --> B[Clue 1] B --> C[Clue 2] C --> D[Clue 3] D --> E[Clue 4] E --> F{1st team to reach final destination correctly will be winner and 2nd would be runner up} F --> G[1st Winner 2nd Runner-up] </pre>

PRIZES

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

Event Co-ordinators

Niharika Kankekar (9021852121)

Ruturaj Gadhave (9850244631)

Faculty Co-ordinator

Prof.M.G.Ghodekar

General Secretary

Bhakti Ghadage (8237689077)

Joint General Secretary

Piyusha Kesare (7038100770)

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BGMI : BattleField Arena(CO2)

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 09:30 am and 30th September 09:30 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.
- The 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 the total number of matches won first, then total finishes(eliminations) and then highest rank in the last match.
- Entry fee is non-refundable once registration is confirmed.
- Maps: **Erangel, Rondo, Miramar** (any 2 or all 3).
- Every **Team Leader** must post the **screenshot of their match result** in the group after the match.

If the Team Leader fails to post the screenshot, the points for that match will NOT be considered.

Please make sure to upload the screenshot immediately after your match.

No Screenshot = No Points

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

Soham Malode (8209013434)

Krishna Keshri (8625903164)

General Secretary

Bhakti Ghadage (8237689077)

Joint General Secretary

Piyusha Kesare (7038100770)

Faculty Co-ordinator

Mr.A.U.Khandait

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