



**GOA COLLEGE OF ENGINEERING**  
**DEPARTMENT OF COMPUTER ENGINEERING**



presents

# TECHNIX



**APRIL 23<sup>rd</sup> & 24<sup>th</sup>**

**CONTACT INFO:**



@teamcursor



@cursorgec



# GENERAL RULES

- Registration is free for most of the events. However, all participants must register online through Luma. Team leaders should register for team events. Please note that some events may have a registration fee. Once registered, the fee will not be refunded.
- Cross-college teams are allowed — participants can team up with players from different colleges, except for certain events.
- The deadline for event registration is **11:59 PM on April 21st, 2026**. However, some events may have different deadlines.
- Kindly check your email as soon as you register to receive the link to join the WhatsApp group for the registered events. For participants unable to register online, on-spot registrations will be available for some of the events.
- Eligibility Criteria: Undergraduate and Diploma students from professional and non-professional institutes.
- Every participant must mandatorily bring their ID card or Registration Slip.
- The event schedule and venues will be available on the website. Please note that venues may be subject to change.
- Participants should report to their respective venues 15 minutes before the event. All submissions must be completed before the deadline.
- Sufficient time will be provided to upload the submissions before the deadline. Late submissions will not be entertained.
- Any form of malpractice will lead to the disqualification of the participant or team. Participants in full-day events like the Hackathon, CTF and UI/UX Design competition must remain at their respective venues throughout the event.
- Kindly take care of your belongings.
- Clarifications of any kind should be sorted out with respective event coordinators before the event begins.
- Follow our official Instagram page @teamcursor to stay updated with the event
- For any discrepancies regarding events, feel free to contact the respective coordinators.

**Vedant Joshi**  
(General Secretary)  
93263 13003

**Chinmay Gadgil**  
(Treasurer)  
87673 04327

**Kedron Lucas**  
(Technical Secretary)  
86982 56841

**Bhoomi Gaonkar**  
(Magazine Secretary)  
77098 53151

# EVENTS

**Technothon**  
(Hackathon)



**Design League**  
(UI/UX Design)



**The Final Whistle**  
(Escape Room)



**Wavi'n Flag**  
(Capture The Flag)



**Query Quest**  
(Code Maze)



**Trivia Tactics**  
(Quiz)



**Code Cup Clash**  
(Competitive Coding)



**Golden Hunt**  
(Treasure Hunt)



**FC 26**  
(Fifa)



**Prompt Kickoff**  
(Prompt Engineering)



**Point Penalty**  
(Debate)



**Minecraft Arcade**  
(Minecraft)



**Goalpreneurs**  
(Pitch It)



**Rutvij Date**  
(Event Manager)  
84594 44698

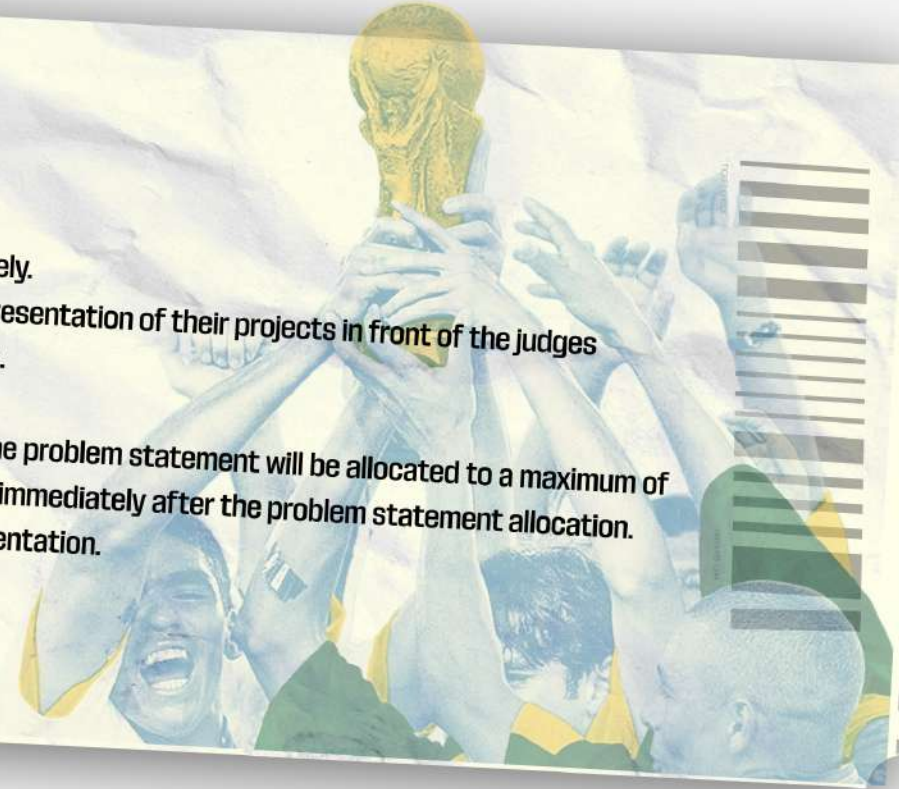
**Entry Fee: ₹ 200**  
(per team)

# TECHNOTHON 4.0

( HACKATHON )



- Teams are to register on or before 20th April 2026
- The hackathon will be conducted in two stages:
  - Online Development (Online - 21st April 10pm to 22nd April 10pm)
  - Offline Presentation (Offline - From 23rd April 9pm in GEC Computer Department)
- In the Online Development Stage, the participants have to do the development remotely.
- In the Offline Presentation Stage, the participants must report to the venue for the presentation of their projects in front of the judges
- A strict limit of 15 teams only, registrations will be filled on first-come first-serve basis.
- A team should have a minimum of 2 and a maximum of 3 members.
- Problem statements will be released on 21st April at 10 PM on the WhatsApp group. One problem statement will be allocated to a maximum of one team on the basis of first-come first-serve. The Online Development Stage follows immediately after the problem statement allocation.
- Team members need to carry their own systems/peripherals on the day of Offline Presentation.
- The hackathon may have a fun twist that sticks to the theme, register to know more ;)
- The decisions of the judges and coordinators will be final.
- In case of queries, do reach out to the coordinators.



**Vedeeka Parab**  
84462 79142

**Harsh Sawant**  
73505 67389

**Rajashree Jarande**  
73506 79073

**Shridhar Kamat**  
92847 48854



**REGISTRATION LINK**



**Prize:**  
**1st: ₹ 9,000**  
**2nd: ₹ 6,000**



# DESIGN LEAGUE

( UI/UX DESIGNING )

**Entry Fee: ₹ 100**  
( per team )

- The event starts at 10:00 AM on 23rd April and runs for 4 hours, followed by a presentation round.
- Participants must report by 09:45 am. Reporting Time to be strictly followed or may result in penalties.
- Open to undergraduate and diploma students. First 15 teams will be selected on first-come, first-served basis.
- Each team must have exactly 2 members (compulsory).
- The competition consists of 4 rounds:
  - a. Kick-Off
  - b. First Half
  - c. Second Half
  - d. Final Whistle
- Figma is mandatory, and all designs must be created in it. No coding required. Basic knowledge of wireframes, UI, and UX is expected.
- Both web and app (mobile) designs will be used during the competition.
- Participants must bring laptops with Figma installed. Notepads and pens are allowed for brainstorming.
- Browsing for inspiration is allowed, but copying designs, using pre-made templates, or lifting elements is strictly prohibited. Everything must be original.
- Twists will be introduced during rounds, and teams must adapt accordingly.
- The required platform (web or app) will be assigned based on the round or challenge. Teams must be ready to design for either platform as instructed.
- The decision of the Judges' will be final and binding.
- More details about the rounds will be given before each round.
- Once registered, the fee will not be refunded.



**Anushka Jan**  
89995 31320



**Bhoomi Gaonkar**  
77098 53151

**REGISTRATION LINK**



**Prize:**  
**1st: ₹ 5,000**  
**2nd: ₹ 3,000**

# THE FINAL WHISTLE

( ESCAPE ROOM )



- A team can consist of 3 members.
- The event will have 3 rounds in entirety. Round 1 & 2 will be conducted on Day 1 i.e. 23rd April and Round 3 will be conducted on Day 2 i.e. 24th April. All Rounds will be held offline.
- Round 1 is online aptitude round. A maximum of 50 teams can participate in this round. Requirement (1 Phone per team).
- Round 2 is a digital treasure hunt round. A maximum of 20 teams selected from Round 1 can participate. Requirement (1 Laptop per team).
- Round 3 which is the final round will be the escape room: 8 teams that advance from Round 2 will participate for the actual escape room.
- Theme: Fifa
- Basic Knowledge of programming languages like C, C++, HTML, CSS, JS.



**Saanvi Gude**  
96230 44012

**Shritija Sawant**  
93703 84889



**REGISTRATION LINK**



**Prize:**

**1st: ₹ 4,000**

**2nd: ₹ 2,000**



# WAVIN' FLAG

( CAPTURE THE FLAG )

- Team Size - 1-3 members.
- Eligibility - Must be currently pursuing a degree
- Participation Limit - Limited to 12 teams
- Mode - Offline event (6 hours)
- The CTF event will take place on 23rd April 2026, from 10:00 AM to 4:00 PM.
- Challenges - Topics include cryptography, web security, reverse engineering, forensics, OSINT, and more
- Participants must bring their own laptops or required tools
- Any unauthorized attempts to compromise the host system will lead to disqualification
- Ensure adherence to all event rules for a fair and competitive environment
- The team with the highest score wins; in case of a tie, the team that solves challenges faster ranks higher
- The Capture The Flag (CTF) will follow a Jeopardy-style format.
- Participants will either download challenge files to extract the "flag" or interact with a web service to retrieve it.
- Flags should be submitted in the format `TECHNIX{flag}`, e.g., if the flag is `h3ll0w0rld`, it should be submitted as `TECHNIX{h3ll0w0rld}`.
- Teams may use online resources and tools, but external human assistance or sharing challenges on public platforms is strictly prohibited and will lead to disqualification.
- Hints will be available on the platform, but using them will result in point deductions.



**Akaash Samson**

97657 04822

**Pratik Nayak**

75073 57427

**Jai Gauns Dessai**

89750 38986



**REGISTRATION LINK**



**Prize:**

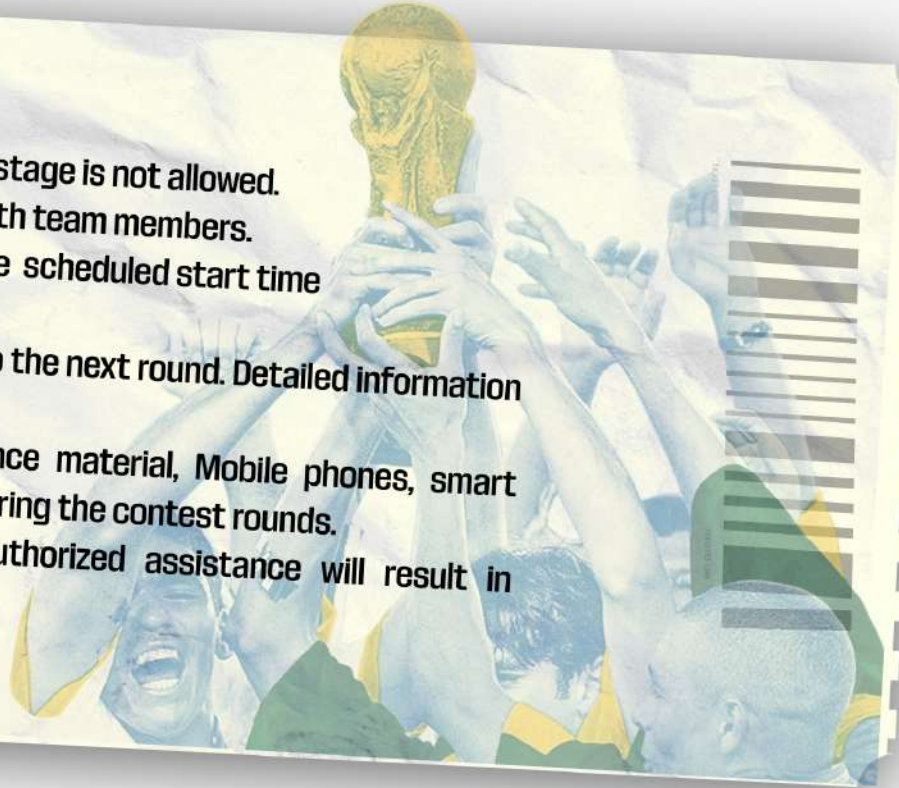
**1st: ₹ 5,000**

**2nd: ₹ 3,000**

# QUERY QUEST



- A team must consist of a maximum of 2 members.
- A participant can be part of only one team and team change at a later stage is not allowed.
- Only team leader must register for the event and fill in the details of both team members.
- Participants must report to the venue at least 15 minutes before the scheduled start time
- Late arrivals will not be granted additional time once a round has begun
- The contest will consist of 3 rounds, with selected teams proceeding to the next round. Detailed information regarding each round will be provided prior to the event.
- The use of external resources (including internet searches), reference material, Mobile phones, smart devices, or any unauthorized electronic gadgets is strictly prohibited during the contest rounds.
- Any form of plagiarism, code-sharing, unfair collaboration or unauthorized assistance will result in immediate disqualification.
- Decisions taken by the coordinators will be final.



**Johann Kayne Pereira**  
74481 92247



**Sushant Govind Shetti**  
95790 50725

**REGISTRATION LINK**



**Prize:**  
1st: ₹ 4,000  
2nd: ₹ 2,000



# TRIVIA TACTICS

( QUIZ )

- Each team shall consist of two participants , working together like a well-coordinated partnership on the field.
- All teams must report to the venue by 9:30 AM sharp, carrying valid ID cards. Late entries may not be permitted.
- The quiz will be conducted in three stages:
  - Group Stage (Elimination Round)
  - Knockout Stage (Elimination Round)
  - Final Stage (Championship Round)
- Four teams will qualify for the Final. Number of teams qualifying for knockout stage will be addressed after the group stage.
- The quiz will cover a wide range of topics: from myths to microchips, past to present, testing both general awareness and technical knowledge.
- In the Group Stage, starred questions will be used as tie-breakers to determine which teams advance.
- In case of a tie during the Knockout Stage or the Final, scores from the Group Stage will be considered. If the tie still persists, it will be resolved through Penalty Shootout (sudden-death questions).
- The decisions of the Quiz Masters/Coordinators shall be final and binding in all matters, just like a referee's decision on the pitch.
- The use of mobile phones, smart devices, or any unfair means is strictly prohibited. Any team found violating this rule will be disqualified immediately.
- The detailed scoring pattern and round-specific rules will be explained by the Quiz Master before the start of each stage.



**Cleophus Alves**

99752 17785



**Nihaal Virgincar**

93568 52016

**REGISTRATION LINK**



**Prize:**

**1st: ₹ 3,000**

**2nd: ₹ 2,000**

# CODE CUP CLASH

( COMPETITIVE PROGRAMMING )



- Maximum 2 members per team.
- The event will consist of 2 rounds.
  - Round 1 - Google-Form Screening (MCQ)
  - Round 2 - Online challenge on HackerRank
- Any form of plagiarism or unfair collaboration will lead to immediate disqualification.
- All decisions made by the organizers are final.
- The use of external internet resources (e.g., searching for solutions) is strictly prohibited.
- Any breach will result in disqualification.
- No electronic gadgets are allowed. Bringing any unauthorized device or using any prohibited material will result in immediate disqualification.

NOTE: Kindly go through the Competitive coding rulebook on the website for more detailed information on the rounds.



**Vash Malviya**

86054 09856



**Sanat Sawant**

90284 66118

**REGISTRATION LINK**



**Prize:**

**1st: ₹ 4,000**

**2nd: ₹ 2,000**



# GOLDEN HUNT

( TREASURE HUNT )

- Teams must consist of 3 members only – choose wisely.
- Cross-college teams are allowed – participants can team up with players from different colleges.
- All teams must report at the Computer Engineering Department (GEC) on time. Late entry may lead to penalties or disqualification.
- One player from each team will act as the Captain (point of contact with coordinators).
- Treasure Hunt consists of 3 rounds:
  - Round 1: The Qualifiers – A quiz round. Only the Top 16 teams will advance.
  - Round 2: The Knockouts – Mini-games. Only the Top 8 teams will qualify.
  - Round 3: The Final Hunt – A high-stakes treasure hunt.
- Stay within the boundaries – restricted areas (other departments/classrooms) are strictly prohibited.
- Sequential play is mandatory – clues must be solved in order.
- No unfair play – tampering with clues or sabotaging teams leads to elimination.
- Referee's decision is final – no arguments or disputes will be entertained.
- Phone usage is not allowed unless explicitly permitted by coordinators.
- Organizers reserve the right to modify rules or format if required.

NOTE: Kindly go through the Treasure Hunt rulebook on the website for more detailed information.



**Soham Ghotge**

87671 51708

**Giselle Fernandes**

86690 88242



**Sai Salelkar**

93221 06240

**REGISTRATION LINK**



**Prize:**

**1st: ₹ 5,000**

**2nd: ₹ 3,000**

# FC 26

(FIFA)



- All matches will be played on EA Sports FC 26.
- Time format: 4 minutes per half (8 minutes per match).
- The tournament will follow a World Cup theme. Each player will be assigned a unique International Team, allotted randomly. A knockout format will be followed.
- For fairness, all teams will be set to 95 OVR rating.
- Steal: After winning a match, the player can either choose to continue with their team or steal their opponent's team.
- Players get 1 minute before each half for Team Adjustments and Substitutions.
- A 4 Goal lead will automatically result in a win. In case of a tie, penalty shootout will be conducted.
- Sledging or swearing during the event is not allowed. The coordinator's decision will be final.
- NOTE: Stealing can be done only twice throughout the entire Tournament.



**Ankur Kunde**  
770913 2946



**Atharv Govekar**  
97659 95888

**REGISTRATION LINK**



**Prize:**  
1st: ₹ 2,000  
2nd: ₹ 1,000



# PROMPT KICKOFF

( PROMPT ENGINEERING )

- A team will consist of 2 compulsory players.
- Both the team members must be from the same college
- Competition will consist of 3 Rounds
  - Round 1:- Specialised Quiz
  - Round 2:- AI Based Tasks
  - Round 3:- Details will be revealed on the spot.
- Round 1 & Round 2 are elimination rounds & Round 3 will be the final deciding Round.
- Only models authorized by the organizers will be allowed.
- Breaking the rule will lead to disqualification.
- Participants must carry their own laptops along with chargers.
- For Round 1 & Round 2 in case a tie time of submission will be considered.
- Participants carry their college ID card for verification purpose
- Unfair means of practices during any rounds will lead to disqualification
- Teaming up other teams will lead to disqualification.
- The decision of the event coordinators will be final and binding in all matters.



**Jared Furtado**  
84210 12788



**Harsh Gaonkar**  
85519 37159

**REGISTRATION LINK**



**Prize:**  
1st: ₹ 2,000  
2nd: ₹ 1,000

# POINT PENALTY

( DEBATE )



- The Debate will be conducted in an Oxford Style format, where teams will be assigned 'For' or 'Against' the motion through a toss.
- The Debate will be held strictly in English.
- Each team must consist of exactly 2 members.
- The structure of the Debate will be as follows:
  - Opening Statement - 'For' Team (2 mins)
  - Opening Statement - 'Against' Team (2 mins)
  - Discussion & Rebuttals - Both Teams (8 mins)
  - Closing Statement - 'For' Team (2 mins)
  - Closing Statement - 'Against' Team (2 mins)
- Questions from Judges (3 mins)
- The stance (For/Against) will only be revealed at the start of the debate, requiring teams to prepare arguments for both sides.
- Teams will be given 10 minutes of preparation time after the motion is announced.
- Use of mobile devices, internet, or any resources is permitted only during preparation time. Any unfair means used during the debate will lead to disqualification.
- Use of foul or inappropriate language will result in immediate disqualification.
- The decision of the judges will be final and binding.
- Coordinators reserve the right to modify the rules or structure of the debate at any time.



**Pranjal Naik Goltekar**

82618 94254



**Varad Kamat**

76204 53651

**REGISTRATION LINK**



**Prize:**

**1st: ₹ 3,000**

**2nd: ₹ 2,000**



# GOALPRENEURS

( PITCH IT )

- Teams must consist of exactly 2 members only.
  - One member must be designated as the Team Leader.
  - A participant can be part of only one team.
  - Report 15 minutes before the event begins.
  - Maintain professional and respectful conduct at all times.
  - No interruptions during another team's presentation.
  - Misconduct may lead to disqualification.
  - Judges' and coordinators' decision will be final and binding.
- Round 1: Main Pitch
    - 7 minutes presentation + 3 minutes Q&A.
    - Top 5 teams will qualify for the final round.
  - Round 2: EXTRA TIME - Elevator Pitch
    - Top 5 teams will deliver a 60-second pitch.
    - No PPT, no notes – only confidence and clarity.
    - This round can significantly impact final rankings.

## PRESENTATION GUIDELINES:

- Presentation must be in English only.
- PowerPoint/Pitch Deck is mandatory.
- Submit final PPT one day prior to the event.
- Maximum 10-12 slides allowed.
- Carry a backup copy (laptop/USB drive).

**REGISTRATION LINK**



**Shaun D'souza**  
73855 77659

**G. Kaarthikeya**  
93711 00450



**Prize:**

**1st: ₹ 4,000**

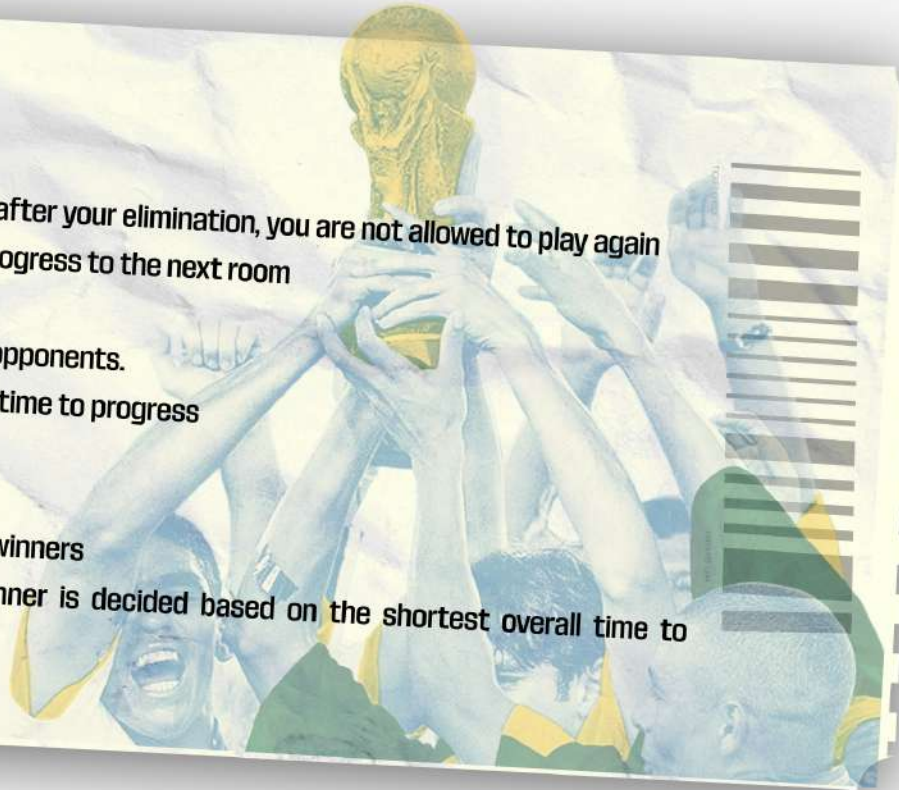
**2nd: ₹ 2,000**

# MINECRAFT ARCADE

( Minecraft )



- This is an individual event (only 1 player allowed per entry).
- You have only one life.
- Only on-spot reentries allowed. You can only reenter twice. Once you leave the area after your elimination, you are not allowed to play again
- Clear rooms to progress. Each room has a unique challenge, clear the challenge to progress to the next room
- If you fail the challenge you are out, and you must reenter to start again
- Certain rooms are multiplayer rooms, and you must work together or eliminate your opponents.
- Watch out there is a time limit for each room, and you must clear the room in the set time to progress
- Collect power ups, and tokens to help on your journey.
- Clear the set number of rooms to win
- Only players who have cleared all the required no of rooms are eligible to be declared winners
- In case more than one person has cleared the event, the runner-up, and the winner is decided based on the shortest overall time to completion
- If no player is able to clear all the rooms, the player who has reached the furthest wins



**Alex Joaquim Pereira**  
70665 75293



**Abdhulla**  
82378 51866

**REGISTRATION LINK**



**Prize:**  
1st: ₹ 2,000  
2nd: ₹ 1,000