K.L.E. Society's
K. L. E. INSTITUTE OF TECHNOLOGY, HUBBALLI-27
(AICTE approved, Affiliated to VTU and ISO 21001:2018 Certified Institute)
DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING
(NBA Accredited Program)
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FUNQUEST

Rules

1.Students from any course any department and from any institute can participate

2. A group of max 3 & min 2 can participate

3. Online registration is possible

5. Each register individually

6. Event consists of 3 rounds

Round 1 : Wordle

This round will be a word guessing round . Each team has to participate using only 1 device (Mobile phone/Laptop).No use of search engines or chatbots(ChatGPT/Bard etc.,). Teams which win will be qualified for Round 2.

Round 2 : RiddleRumble

This will be a 1v/s1 round , you will be given a task followed by a Tech Riddle , based on time of completion teams will be selected for round 3 .

Round 3 : Escape Room

This round will have technical and logical question to solve. On solving these you will get a key which will lead to next levels . On completion of final level you win the round.

NOTE: GAME SPECIFIC RULES WILL BE DISCLOSED ON THE SPOT

STUDENT COORDINATOR   **FACULTY COORDINATORS**

Shrinidhi Shet (7795007596)   Mrs. Madhu G

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