



# CRYPTS 3.0

## 2024



### EVENT DEBRIEF

Learn about the events and how to participate.

# MEET THE ORGANIZERS



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# INITIALIZATION\_

Greetings from Crypts! The flagship school technology event, organized by OPG World School, is meant to inspire creativity and innovation in all those involved—students, teachers, and tech aficionados. With a focus on cutting-edge technology, thought-provoking concepts, and cooperative learning, this thrilling event offers a platform for attendees to delve deeper into the quickly changing field of technology and broaden their perspectives.

In the current digital era, technology has completely changed the way we work, learn, and communicate, becoming an essential part of our daily life. It is crucial for students to build a solid foundation in technology skills and to foster their creativity and problem-solving talents as the boundaries of technology are continually being pushed. By uniting students from all backgrounds and offering them an immersive experience that will inspire and prepare them for the opportunities and challenges of the future, Crypts seeks to promote this innovative spirit.

Crypts is a celebration of ideas, a meeting place for intellect, and a spark for creativity. Our gathering will promote the most recent developments in a range of technical domains, with artificial intelligence receiving particular attention. Participants will get the chance to explore the world of cutting-edge technology and acquire useful skills that will influence their future endeavors through a series of exciting challenges.



Students can also use Crypts as a platform to demonstrate their technological prowess through a variety of clever challenges. Students will showcase their creations to a broad audience of classmates, educators, and computer aficionados, ranging from creative websites and DMS solutions to clever graphic designs. In addition to giving students a great chance to be recognized, this inspires them to be creative and show off their skills in a real-world situation.

With its dynamic and inventive environment, Crypts is set to be an unforgettable experience for those who gather to explore, learn, and work together. This event will enable young minds to refine their abilities, expand their knowledge, and gain the exposure and experience needed to become the future's architects by embracing the revolutionary power of technology. Come celebrate with us at Crypts as we light the way for a more promising, tech-enabled future by kindling the creative spark and igniting the imagination.

**REGARDS**

**TEAM CRYPTS 3.0**





# IMPORTANT LINKS

## REGISTRATION :

[EVENT REGISTRATION](#)

[WEBSITE](#)

## SUBMISSION :

[PORTFOLIO](#)

[TRANSMISSION 2.0](#)

[MEMATICS 2.0](#)

[ANIMATRONICS](#)

[BYTE BATTLES](#)

[BYTESWEEPER](#)

[SYNTAX 2.0](#)

[SNAPICADE](#)



# THE KERNEL

## 2.0\_

{GRADES 6-8 & 9-12}

An enticing on site team quiz competition of 4 that allows you to flex your IT skills. Covering everything from Cybersecurity to Artificial Intelligence and ending in the ultimate rapid fire round this battle of the brains assesses your awareness and proficiency of the topics.

**Date of event: 29th July 2024 (6-8)**  
**30th July 2024 (9-12)**

**Mode of conduct: OFFLINE**

### ROUNDS:

#### 1) General Awareness:

Teams will be tested on their knowledge of IT and familiarity with tech terms. Ten points will be awarded for each correct response. If the team is unable to answer the question, it will be passed to the next team in chronological order

#### 2) AI Trivia (9-12)

An exhilarating round in which teams compete against each other to determine who is the most knowledgeable about AI





## Be Secure – Cybersecurity (6–8)

In this round, students' awareness about cybersecurity will be tested. Each team will be asked two questions and if they are unable to answer, the question will be passed to the next team

### 3) Guess the Famous IT personality:

Images of famous IT personalities will be shown and the first team to correctly guess the person will be awarded ten points.

### 4) Rapid Fire:

Each team will have 90 seconds to answer as many questions as possible and will be given 5 points for every correct answer.

## EVENT HEADS:

Aditya Hooda  
XII D

Tapur Gupta  
XI Science

Tanmay Chopra  
XI Science



# THE CODERS

## ARENA

{GRADES 11-12}

Date of event: 25th July 2024

Mode of Conduct: Offline

### ROUND 1

- Timeframe: 15 mins
- The first round of the competition may require participants to appear for a quiz. And solve one programming question.
- The competition should be limited to Python programming language only.
- Participant who completes the task within the given time frame will qualify for the second round

### ROUND 2

- Timeframe: 40 min
- The second round of the competition may require participants to develop a more complex program based on a specific set of requirements. The task will be designed to test the participants' programming skills and their ability to think logically and creatively.
- The competition should be limited to Python programming language only.

### EVENT HEAD:

Ms. Ankita Yadav

For any queries, contact [cryptsopg2024@gmail.com](mailto:cryptsopg2024@gmail.com)





# THE CINESPECTRA\_ {GRADES 9-12}

Welcome to Cinespectra\_, the ultimate movie-making competition where young filmmakers bring their most creative visions to life! This event challenges students to showcase their cinematic skills in a spectacular display of storytelling and technical prowess.

**Submission Date: 2nd August 2024**

**MODE: Online**

## RULES:

1. Each team must create a short film with a maximum runtime of 10 minutes.
2. The minimum acceptable resolution is HD
3. A maximum of 1 minute of duly credited stock footage is allowed.
4. Final submission is to be given in the form of a YouTube link with the script linked in the description along with the movie description (50 words).
5. Runtime is exclusive of all types of credits and title animations.
6. Team Size: 4



## JUDGEMENT CRITERIA:

- 1.Originality and shot creativity
- 2.Unique and engaging Script
- 3.Editing, colour grading and sound design
- 4.Production quality
- 5.Direction
- 6.Acting

## EVENT HEADS:

Abeer Kushwah  
XII Commerce

Aditya Panda  
XII-A





# PORTFOLIO DESIGN

{GRADES 9-12}

This event has been hosted to provide students with an opportunity to learn about presentation designing, exploring different aspects of hybrid communication and time management.

This event allows them to improve at creating their own presentations using less words and more designs, images and statistics.

Students will have to prepare a presentation on google slides and submit the link on a form which has been provided. They will also get time to speak to explain the topic

Theme : Detailed analysis on changing trends in employment due to Artificial Intelligence highlighting the past, present and the predicted future

Time per speaker - 1.5 mins

**Date of event: 5th August 2024**

**Mode: OFFLINE**



## RULES:

1. No words/ typed content/ subheadings allowed in the presentation prepared by students
2. Maximum 10 slides allowed per presentation excluding introduction and ending slide
3. Plagiarism and use of AI tools will not be entertained
4. Content spoken or presented after the time limit will not be accounted in the marking scheme
5. Entries should be submitted before the designated deadline.
6. Only first 15 entries will be taken

## JUDGEMENT CRITERIA:

- **Conciseness of Content**- Participants will be judged on the basis of how much content they fit without cramming the presentation
- **Quality of statistics**- Participants will be judged on the basis of the quality of stats and how they are presented to the judges



- **Relevance / Impact of Data**– Participants will be judged on the basis of the relevance of the data provided by them in their presentation
- **Appearance**– Participants will be judged on the basis of the presentation's visual appeal.
- **Flow**– Participants will be judged on the basis of the fluidity of their speech with respect to the slide being shown behind

## EVENT HEADS:

Tanmay Chopra  
XI Science

Jonathan Karan Kamal  
XI-A





# MEMATICS 2.0

## {GRADES 6-12}

Feeling tired of the same old routine? It's time to awaken the memer within! Let your creativity shine and join our meme-making event. Unleash your talent ! Craft catchy, hilarious memes that'll leave everyone in stitches.

Topic- Cricket in India.

Only entries on the sub-topics:- IPL,WPL and T20 World Cup will be allowed.

**Submission Date: 2nd August 2024**

**MODE: Online**

## RULES:

- 1.Students can participate as an individual or as a team of 2
- 2.Each individual/duo will be required to submit two authentic memes along with the names of the team members.
- 3.Plagiarism will lead to instant disqualification.
- 4.Using any derogatory remarks against sensitive topics such as caste, creed, race, individual personality or any teacher is not allowed and will lead to disqualification.



1. Addressing controversial political or religious topics is not allowed.
2. Brainrot is not allowed.

## JUDGEMENT CRITERIA:

1. Originality
2. Creativity
3. Relevance
4. Approach
5. Aesthetics

## EVENT HEADS:

Tanmay Chopra  
XI Science

Piyush Tiwari  
XI-A



# ANIMATRONICA\_

## {GRADES G-8 & 9-12}

Welcome to Animatronica\_, the ultimate animation competition where young animators bring their wildest imaginations to life! This event challenges students to showcase their animation skills in a spectacular display of creativity and technical excellence.

**Submission Date: 2nd August 2024**

**MODE: Online**

### RULES:

1. Each participant must create an animation with a maximum runtime of 6 minutes.
2. The minimum acceptable resolution is HD.
3. Use of stock footage is **not allowed**.
4. Final submission is to be given in the form of a YouTube link with the script linked in the description along with the animation description(30 words)
5. The animation should be larger than life i.e, the locations shown should be more than a simple computer lab or a building.
6. Runtime is exclusive of all types of credits and title animations.
7. Team Size: 2





## JUDGEMENT CRITERIA:

1. Creativity: How unique and imaginative is the animation?
2. Technical Skill: The level of animation quality, smoothness, and resolution.
3. Storytelling: The effectiveness of the narrative and emotional engagement.
4. Visual Impact: The overall aesthetic and design of the animation.

## EVENT HEAD:

Abeer Kushwah  
XII Commerce

Shlok Uniyal  
XI Science



# BYTE BATTLES

## {GRADES 6-12}

An engaging event for the young web designers to plan, create and code a functional and well thought out website complete with animations and sound design.

Theme: Virtual AI Revolution memorial: You must make a virtual memorial of the Revolution against AI, to prevent such a thing from happening again.

**Submission Date: 2nd August 2024**

**MODE: Online**

## RULES:

- Each participant must submit their website on/before the assigned date
- Participants must submit by sending a Google Drive or a GitHub link, which event heads can access
- Plagiarism is strictly prohibited and would lead to instant disqualification.
- Use of AI tools such as ChatGPT, Tome, etc. is also prohibited.
- Canva, Wix and other websites are not allowed
- The judge's decision will be final and binding



## JUDGEMENT CRITERIA:

- Design/Appearance/Appeal
- Content: products, services, audio, video, animation and other information, links and tools
- Functionality
- Usability and Intuitiveness

## EVENT HEADS:

Rishab Arora  
XII-B

Aditya Panda  
XII-A





# BYTESWEEPER

{GRADES 5-8 & 9-12}

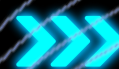
This event is designed to provide students with an opportunity to learn about poster design, explore different aspects of visual communication and graphic design, and gain hands-on experience in creating their own posters using various design tools and techniques.

Theme: The fight against AI -  
Comparison of AI Rule to Other Dictator Rule,  
design a poster as a revolutionary showing the  
difference or better yet similarities between  
dictators of the past to spread the word of the  
revolution

**Submission Date: 2nd August 2024**  
**MODE: Online**

## RULES:

1. Participants should submit their poster before the designated deadline.
2. The submission should include only the poster



3. Participants must submit by sending a Google Drive which event heads can access
4. Plagiarism is strictly prohibited and would lead to instant disqualification.
5. Use of AI tools such as ChatGPT, Tome, etc. is also prohibited.
6. The judge's decision will be final and binding

## JUDGEMENT CRITERIA:

- Creativity
- Graphics
- Looks/Appearance
- Originality
- Information

## EVENT HEADS:

Tapur Gupta  
XI Science

Arush  
X-A



# SYNTAX 2.0

{GRADES 4-7}

This event is designed to provide students with an opportunity to learn about game development, explore different aspects of game design and development, and gain hands-on experience in creating their own games by using Scratch.

You must make a game of any type (runner, shooter, etc) which shows creativity and originality

**Submission Date: 2nd August 2024**

**MODE: Online**

## RULES:

- Each participant must submit their game before the assigned date
- Participants must submit by sending a Google Drive or a GitHub link, which event heads can access
- Plagiarism is strictly prohibited and would lead to instant disqualification.
- Use of AI tools such as ChatGPT, Tome, etc. is also prohibited.
- Only Scratch 3.0 will be allowed
- The judge's decision will be final and binding.





## JUDGEMENT CRITERIA:

- Creativity
- Gameplay
- Graphics
- Sound
- Overall presentation

## EVENT HEADS:

Arush

X-A

Shlok Uniyal

XI Science



# SNAP AHEAD

{GRADES 9-12}

The ultimate photography competition where young photographers capture their most creative visions! This event challenges students to showcase their photographic skills in a spectacular display of artistry and technical excellence.

Theme: Portraying an extreme contrast between certain aspects of life. For eg: a young child trying to grab an elderly person, a wilted flower leaning towards a fresh one etc.

**Submission Date: 2nd August 2024**

**MODE: Online**

## RULES:

1. Photos are to be sent in a high-resolution format.
2. Make a google drive folder, including raw images, edited images and a detailed description of the images along equipment used. Also mention the editing software used.
3. Participants must include a description of each photo with details on the location and date
4. Only two submissions are allowed.
5. Stock filters are not allowed



## JUDGEMENT CRITERIA:

1. Framing
2. Editing
3. Description
4. Technical Description
5. Creativity

## EVENT HEADS:

Abeer Kushwah  
XII Commerce

Tapur Gupta  
XI Science



# QWERTY 2.0

{GRADES 6-8}

A typing race is a competitive activity where participants race against each other to type a given piece of text as quickly and accurately as possible. The objective is to complete the text faster than the other competitors while maintaining high accuracy

Important details:- Text provided to all participants will be the same. A countdown will be given to start the race. Platform Type racer shall be used. Leaderboard will be displayed

Points to be kept in mind:- No cheating, such as copying and pasting text, using shortcuts, or any external help.

Maintain a friendly and encouraging environment.

**Mode of Conduct:- OFFLINE**

**Date of Event - 31st July 2024**





## RULES:

- 1.Participants must type the text exactly as it is provided, including punctuation, capitalization, and spacing.
- 2.Participants should not look at each other's screens.
- 3.The timer starts when the race begins and stops when the participant finishes typing the text.

## WINNER DECLARATION:

The participant who finishes first with the highest accuracy is declared the winner.

In case of a tie (same speed and accuracy), a rematch shall be done

## EVENT HEADS:

Divyam Gupta  
XI Commerce

Jonathan Karan Kamal  
XI-A



# MATRIX 2.0

{GRADES G-12}

Get ready with your premoves, for, the greatest battle of minds, nightmare for the most, the event of CHESS, will be held. Disclose your ability to outsmart your rivalry in the heat of running time. No matter the age, a smart mind is all that it takes!!

Important details:-

The competition will be held on chess.com

Points to be kept in mind:-

1. Cheating (using external help or software) is strictly prohibited and monitored by Chess.com's fair play system.
2. Players can offer and accept draws using the platform's features.
3. The platform manages the clock automatically.
4. First 32 entries will be taken into account
5. Win = 1 point, Draw = Rematch (1min) Loss = 0 points.

Participants to please get familiar with Chess.com

**Mode of Conduct:- OFFLINE**

**Date of Event - 2nd August 2024**



## RULES:

- 1.All participants should have an account on Chess.com.
- 2.Follow the standard FIDE rules of chess.
- 3.Standard rules for check and checkmate apply.
- 4.No external assistance or use of other chess engines.
- 5.The 32 players will go head to head in a 5mins chess(Blitz Chess) match until top 2.
- 6.In case of any draw or stalemate, 1 minute game will be played as a tiebreaker

## EVENT HEADS:

Divyam Gupta  
XI Commerce

Shlok Uniyal  
XI Science



# FIFA 2.0

{GRADES 6-12}

Players will compete against each other in a high-stakes tournament- style format on FIFA mobile. The tournament is designed to test your skills and strategy, as you work your way through each round, with the ultimate goal of becoming the champion.

**Date of event: 27th July 2024**

**Mode of conduct: ONLINE**

## RULES:

- 1.100 plus OVR Team
- 2.Only first 24 entries would be counted.
- 3.Username of the discord should be the participant name not any other.
- 4.If any participant will be found another name other than his/her own, his registration for the event will be cancelled.

## EVENT HEADS:

Aditya Hooda  
XII D

Piyush Tiwari  
XI-A

For any queries, contact [cryptsopg2024@gmail.com](mailto:cryptsopg2024@gmail.com)





# MINEQUEST

{GRADES 6-12}

The Minecraft, a game where adventure, exploration and strategies knows no bounds kicks off with Bedwars, where teams of four compete to destroy each other's beds and eliminate opponents. The winning team members then move to the team build battle. Judges will evaluate and shortlist the top 10 builders for the final round Escape race, to navigate traps and reach the finish line.

**Date: 28th July 2024**

**MODE: Online**

## EVENT RULES AND JUDGEMENT CRITERIA:

### Bedwars

1. Teams: Each team consists of 4 players.
2. Advancement: 8-6 teams will advance to the next round, depending on the number of applicants.
3. Winning Criteria:
  - Eliminations: Points for each enemy player eliminated.
  - Fortress Build: Points for the complexity and strategic placement of defenses.
  - Beds Destroyed: Points for each opponent's bed destroyed.



- Overall Points: Teams with the highest combined points from eliminations, fortress build, and beds destroyed will advance.

### Build Competition

1. Solo Event: Individual players will build on a given topic within 5 minutes.

2. Judgment Criteria:

- Originality: Creativity and uniqueness of the build.
- Quality: Attention to detail and craftsmanship.
- Accuracy to Theme: How well the build aligns with the given topic.

3. Advancement: The top 10 builders, based on judges' scores, will advance to the Death Race.

### Death Race

1. Objective: Navigate through a course filled with traps and hostile mobs.

2. Winning Criteria:

- First Place: The first player to reach the finish line.
- Second Place: The second player to reach the finish line.
- Third Place: The third player to reach the finish line.

3. Prizes: Awards will be given to the first, second, and third-place finishers.

## EVENT HEADS:

Aditya Hooda  
XII D

Piyush Tiwari  
XI-A



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# WIKIRACE

{GRADES 6-12}

Get ready for a thrilling adventure through the vast world of knowledge with Wikirace! This exhilarating game challenges you to start at one Wikipedia page and navigate through linked articles to reach a target page or phrase as fast as you can.

**DATE OF EVENT : 1st August 2024**

**MODE: Offline**

## EVENT RULES:

- Participants will be starting on the same Wikipedia page
- Participants will be required to reach a certain Wikipedia page through the starting page using the hyperlinks embedded in it.
- The participant who will reach the required page in minimum time with opening of minimum hyperlinks will be declared the winner.
- In case of a tie in either the time taken or number of hyperlinks opened, the other criteria will be evaluated to declare the winner.

## EVENT HEAD:

Tanmay Chopra  
XI Science

Aditya Hooda  
XII D



For any queries, contact [cryptsopg2024@gmail.com](mailto:cryptsopg2024@gmail.com)

# TRANSMISSION 2.0\_ {PARENT EVENT}

Dial in the EQ and hit the record button for this event invites you to create a podcast, complete with hosting and cover design as you conjure up an episode on any enthralling topic.

Theme: Insecurities among kids and teenagers due to social media.

**Submission Date: 2nd August 2024**

**MODE: Online**

## EVENT RULES:

- Parents must host their podcast on a hosting platform and submit, preferably, a spotify link.
- As part of your submission, you will be asked to include information that will help judges come to an understanding of your overall contribution to your audience, both through actual audio content provided, as well as endeavors to grow community around your podcast.
- The podcast may be bilingual (English and Hindi)





## JUDGEMENT CRITERIA:

- Production
- Quality Content and preparation
- Engagement
- Cover Design

## EVENT HEAD:

Divyam Gupta  
XI-Commerce

