



Tech Fusion 2025

RULEBOOK

Presented by:



Vision Behind TechFusion

TechFusion is the flagship event of Bahria University, proudly led by the AI Club in collaboration with other student societies. It celebrates innovation, creativity, and community through competitions, robotics contests, design challenges, gaming arenas, startup pitches, and expert talks.

Initiative of AI Club

The AI Club at Bahria University is one of the most future-focused societies, driving innovation through initiatives like Innofest, ML Ops workshops, App Craft, and 2AI Talks. It nurtures talent, inspires creativity, and connects students with professionals in AI.

General Guidelines

- Every participant must carry their University/School ID and National Identity Card.
- Upon arrival, all participants must report to the registration desk to confirm attendance and receive participation materials.
- Participants must stay updated via official communication platforms (social media, WhatsApp groups, announcements).
- Timeliness is crucial. Late arrivals may result in exclusion.
- Organizers reserve the right to modify rules when necessary.
- All registered participants receive certificates. Winners and runner-ups receive shields or trophies.
- Possession or display of any firearm or weapon at the event premises will result in immediate disqualification and removal from the venue.

Competition Guidelines

- Participants must be present at their competition venue on time.
- Unfair means (cheating, plagiarism, unauthorized tools, generative AI) result in disqualification.
- Judges' verdicts are final and non-contestable.
- Priority is given to pre-registered participants. On-spot registration depends on availability.
- Evaluation will follow transparent, pre-defined rubrics.



1 FUSION TALKS

Details	Information
Type	Open for all students & professionals
Format	3 sessions, 30–40 minutes each
Fee	PKR 300/-
Registration	Pre-registration encouraged; on-spot allowed if space

Rules:

- All participants must maintain professional decorum throughout the session. Any form of disruptive behaviour will not be tolerated.
- Mobile phones must be silent, and participants are requested to avoid unnecessary movement during the talks.
- Questions and answers (Q/A) will only be allowed during the designated time at the end of each session. Interruptions during the talk are strictly prohibited.



2 COMPUTING MODULE



a. Logical Race

Details	Information
Type	Team (max 3)
Format	Sequential coding race
Fee	Early: PKR 1500/- Regular: 2000/-
Prizes	Winner: Trophy + Certificates

Rules:

- Teams must arrive on time; latecomers risk disqualification.
- No external help allowed — books, online sources, and AI tools are banned.
- Challenges must be solved in sequence; each unlocks only after the previous is cleared.
- The fastest team to complete all stages wins.
- If no team finishes, winners are those reaching the farthest stage in the least time.
- Judges' decisions are final and cannot be contested.



b. Speed Programming

Details	Information
Type	Team (max 2)
Format	HackerRank-style
Topics	Data Structures, Object Oriented Programming, Trees & Graphs
Fee per team	Early bird: 1500/- Regular: 2000/-

Rules:

- Teams must arrive before the contest starts; no extra time for latecomers.
- Problems will be medium difficulty (LeetCode/HackerRank level).
- Syntax references (docs, language guides) are allowed; AI tools are strictly banned.
- Evaluation factors: number of problems solved, accuracy, and time efficiency.
- Plagiarism or unauthorized tools lead to immediate disqualification.
- Judges' and organizers' decisions are final and binding.



c. Early Age Programming

Details	Information
Type	Team (1–3, school students only)
Format	Beginner-friendly coding challenge
Topics	Loops, Arrays, Selection structures
Duration	3 hrs
Fee per team	Early bird: 1500/- Regular: 2000/-

Rules:

- Only school students may participate; university students are not eligible.
- Participants must bring their own laptops with C++/Python compilers or IDEs.
- Syntax references are allowed, but copying solutions or using AI tools is banned.
- Evaluation criteria: correctness, logic, and code readability/structure.
- All tasks must be completed within 3 hours; no extensions given.
- Any unfair practice leads to immediate disqualification.
- Judges' decisions are final and binding.



d. Bug Hunting

Details	Information
Type	Individual
Format	Debugging and Optimizing given code
Duration	60-90 mins
Fee per person	Early: 1000/- Regular: 1500/-

Rules:

- Participants must work individually; no teamwork is allowed.
- Each participant must bring a laptop with the required programming setup.
- Syntax references are allowed, but AI tools and copied fixes are banned.
- Evaluation criteria: accuracy, speed, and code optimization.
- Ties will be decided by faster submission time.
- Plagiarism, cheating, or misconduct results in disqualification.
- Judges' decisions are final and non-contestable.



e. Solve on the Go

Details	Information
Type	Individual
Format	Walk-in coding
Levels	Easy: 3 mins Medium: 7 mins Hard: 15 mins
Fee	Free (no registration)

Rules:

- Problems must be solved on the spot within strict time limits; exceeding time ends the attempt.
- Syntax references are allowed, but AI tools and pre-written code are forbidden.
- Completing a level unlocks the next; if time runs out, the attempt ends.
- Scoring is based on difficulty cleared, accuracy, and time taken.
- Only one attempt per level is allowed; no retries.
- Misconduct, cheating, or unauthorized tools lead to disqualification.
- Judges' decisions are final and binding.



3 ROBOTICS MODULE

a. Line Following Robot (LFR)

Details	Information
Type	Team (maximum 3 members)
Format	Autonomous robot follows a track
Fee per team	Early bird: 1500/- Regular: 2000/-

Rules:

- Teams must bring their own robot, sensors, and hardware; no replacements will be provided.
- Robots must be fully autonomous with no manual control.
- The track includes curves, straights, and intersections, which robots must handle.
- Evaluation criteria: line accuracy, completion speed, and performance stability.
- Robots may not damage the arena; tampering or harmful components lead to disqualification.
- Judges' decisions are final and binding.



b. Sumo War

Details	Information
Type	Team (maximum 3 members)
Format	Robot vs Robot to push out of the ring Matches to be held in best of 3 rounds format
Fee per team	Early bird: 1500/- Regular: 2000/-

Rules:

- Robots must be built and programmed entirely by the participating team. Pre-built or externally designed robots are not allowed.
- Each robot must fit within the standard arena size restrictions (dimensions and weight will be announced before the event).
- The match begins with both robots placed inside the arena, and the first robot to push its opponent outside the ring earns a win for that round.
- Matches will be decided on a best-of-3 basis.
- Robots must not use any harmful or dangerous components, including but not limited to:
 - i. Fire or flammable substances
 - ii. Liquids or corrosive materials
 - iii. Magnets or electromagnetic interference
 - iv. Sharp edges, blades, or harmful projections
- If both robots leave the arena at the same time, the round will be declared a draw, and it will be replayed.
- Teams are responsible for ensuring their robot's safety and durability. The organizing committee will not be liable for damages.
- Judges' decisions will be final and binding.



4 E-GAMING MODULE

a. FIFA

Details	Information
Type	Individual (1 v 1)
Format	Knockout rounds, Elimination Style until the Final
Platform	PlayStation 5
Fee per person	Early bird: 1000/- Regular: 1200/-

Rules:

- Matches will follow standard FIFA rules.
- Players must use the provided controllers; personal controllers are allowed with prior approval.
- The player with the most goals wins; ties are resolved through extra time and penalty shootouts.
- Unfair pauses, disruptions, or misconduct toward opponents, referees, or equipment will result in penalties or disqualification.
- Judges' decisions are final.



b. Tekken 7

Details	Information
Type	Individual (1 v 1)
Format	Best of 3 Rounds
Platform	PlayStation 5
Fee per person	Early bird: 1000/- Regular: 1200/-

Rules:

- Players can select any available character; custom modifications are not allowed.
- Each match will be a best-of-3 series, and the winner advances to the next round.
- No pausing or interference during gameplay. Doing so may lead to disqualification.
- Players must respect opponents and follow fair play. Any misconduct will not be tolerated.
- Referees' decisions are final and binding.



c. PUBG Mobile

Details	Information
Type	Squad of 4 players
Platform	Personal mobile phones
Fee per person	Early bird: 1800/- Regular: 2000/-

Rules:

- Each squad must register four players.
- Players must bring their own phones with PUBG Mobile installed and updated.
- A stable personal data plan or hotspot is strongly encouraged; backup Wi-Fi is for emergencies only.
- Devices must be fully charged; limited charging spots can't be guaranteed.
- Standard PUBG Mobile rules apply; cheats or unauthorized software mean immediate disqualification.
- Players must respect opponents, referees, and equipment.
- Referees' and organizers' decisions are final.



d. Call of Duty: Black Ops 3

Details	Information
Type	Individual (1 v 1 Tournament)
Format	▪ Bracket Style: Single Elimination (lose once and you're out). ▪ Match Format: Single match only (winner advances). ▪ Grand Final: Best-of-3 matches to decide the champion.
Platform	Laptop (PC) with controllers only
Fee per person	Early bird: 1000/- Regular: 1200/-
Registration	Slots are limited; pre-registration is recommended. On-spot entries allowed only if vacant slots remain.

Gameplay Settings:

- Game Mode: Team Deathmatch (1v1 setup).
- Score Limit: First to 30 kills.
- Time Limit: 10 minutes per match.
- Map Selection: Random or organizer-chosen (preferably small/medium maps such as Nuk3town, Combine, or Fringe).
- Mini-map: Normal.
- Score streaks: Disabled.
- Specialist Abilities: Disabled(optional for fairness).
- Custom Classes: Allowed (except banned items).

Banned Items:

- RocketLaunchers.
- Trip Mines, ShockCharges, and C4.
- Any glitches, exploits, or unfair campingspots.



Match Rules:

- Players must use controllers only. No keyboard/mouse allowed.
- Quitting Mid-game results in automatic loss.
- Pausing is allowed only if both players mutually agree.
- The winner must immediately report the result to the organizer/referee.
- If the match ends in a tie, a sudden death replay will be conducted on the same map.
- Misconduct, cheating, or exploiting bugs will result in immediate disqualification.
- Referees' and organizers' decisions are final and binding.

Friendly Matches (All E-Gaming Titles)

Apart from the official tournaments, participants may also enjoy friendly matches across all E-Gaming titles (FIFA, Tekken 8, COD BO3, etc.). These matches will be arranged on the spot without prior registration and will not count toward the tournament brackets. A fee of PKR 500/- per match (per player) will apply. All friendly matches must still follow the standard game rules and fair play policies set by the organizers.



5 FUSION PITCH MODULE

Details	Information
Type	Team (1 - 3 Members)
Format	Presentation of start up ideas or solution-oriented projects to a panel of industry experts
Fee per team	Early bird: 1500/- Regular: 2000/-
Evaluation Criteria	• Problem-Solution Fit • Economic Feasibility • Market Gap Identification • Innovation & Creativity • Competitor Analysis & Presentation Skills

Rules:

- Each team will be given 7–10 minutes for their pitch, followed by a Q/A session with the judges.
- Presentation format - Slides (PowerPoint/Google Slides/Canva) are mandatory. Teams must bring their files in a compatible format (USB or email submission prior to the event).
- Teams may pitch in English or Urdu, but clarity and professionalism are expected.
- Judges' evaluation and decisions are final and non-contestable.



6 UI/UX DESIGN CHALLENGE

Details	Information
Type	Team (1 - 2 Members)
Format	On-spot design challenge with a given theme and 2 hrs to create a UI/ Experience Design
Tools	Figma, Adobe XD, Sketch, Canva
Evaluation Criteria	• Creativity & Originality • Usability & Functionality • Aesthetics & Visual Appeal • Theme Relevance
Fee per team	Early bird: 1000/- Regular: 1500/-

Rules:

- Participants must bring laptops with required software; internet may be limited.
- Only original work is allowed; plagiarism leads to disqualification.
- Submissions must be completed within 2 hours; late entries won't be evaluated.
- Judges' decisions are final and binding.



7 POSTER DESIGN CHALLENGE

Details	Information
Type	Individual Competition
Format	On-spot poster challenge with a given theme and 2 hrs to design a poster digitally
Tools	Photoshop, Illustrator, Canva, etc.
Evaluation Criteria	• Creativity & Originality • Visual Clarity & Composition • Message Delivery • Theme Relevance
Fee per team	Early bird: 1000/- Regular: 1200/-

Rules:

- Participants must bring laptops with required software; internet may be limited.
- Only digital submissions will be accepted. Handmade or pre-made posters are not allowed.
- Submissions must be completed within 2 hours; late entries won't be evaluated.
- Judges' decisions are final and binding.



8 CINEMATIC CLASH

Details	Information
Type	1-2 Members
Format	On-spot Capturing, editing & presenting a video or photo within event deadline
Duration	08:30 a.m. - 02:00 p.m (same day submission required)
Evaluation Criteria	• Storytelling • Creativity & Innovation • Technical Quality • Overall Impact
Fee per team	Early bird: 1000/- Regular: 1200/-

Rules:

- Participants must use their own cameras, smartphones, or editing tools; equipment will not be provided.
- Submissions are due by 2:00 PM sharp; late entries will not be accepted.
- Content must be original, appropriate, and non-offensive; plagiarism leads to disqualification.
- Only one format is allowed per participant: either video or photo story.
- Final submissions must be in MP4 (video) or JPEG/PNG (photo) format.
- Judges' decisions are final and non-contestable.



9 CREATION & INNOVATION

Science Exhibition:

Details	Information
Type	Exhibition (1-3 members per team)
Format	Presentation of innovative scientific models, projects & research ideas across various disciplines (physics, chemistry, biology, technology). Displays may include working models, posters or live demonstrations.
Categories	• School & College Students - small scale experiments & creative models • University Students - FYPs & real world problem solving models
Fee per team	Early bird: 1500/- Regular: 2000/-

Rules:

- Projects must be original and developed by the participants. Plagiarized or purchased projects will not be allowed.
- Teams must clearly present the concept, methodology, and application of their project to judges and visitors.
- Safety measures must be followed for all experiments and demonstrations. Hazardous materials or unsafe setups will be disqualified.
- Judging will be based on innovation, clarity of presentation, practicality, and real-world impact.





10 FUN & GAMES

In addition to the main competitions, a variety of fun and casual games will be available for participants and visitors to enjoy throughout the event. These include classics like Carom, Chess, and Arm Wrestling, along with other light-hearted activities that bring people together. All fun games are walk-in based and can be played on the spot without prior registration. This segment is designed purely for relaxation, bonding, and enjoyment, ensuring there's something for everyone at TechFusion.

FINAL NOTE

At TechFusion, our mission goes beyond competitions—we aim to create an unforgettable experience of learning, innovation, and community spirit. Every module, every challenge, and every session has been carefully curated to inspire growth, celebrate creativity, and foster collaboration.

We believe this event will not only highlight the incredible talent within Bahria University but also build connections and memories that last long after the closing ceremony.

With hearts full of passion and excitement, we look forward to welcoming you. See you at the venue — let's make TechFusion a journey to remember!

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