PITCH BREAK - ELYSIAN 2026



ELYSIAN TECH FEST · OFFICIAL EVENT REPORT

Dates: 21-22 October 2026 (Day 1: 21 October; Day 2: 22 October)

PITCH//BREAK

THE SURVIVAL ARENA

Build. Adapt. Attack. Defend. Survive.

Organising body	Google Developer Group (GDG) On Campus, USAR
Institution	University School of Automation and Robotics (USAR)
Event	Elysian Tech Fest
Participation	78 students across 26 teams
Final stage	Top 10 teams shortlisted after Day 1
Submitted to	The Dean, USAR
Submission date	28 October 2026

Submitted by

Google Developer Group On Campus, USAR

Executive Summary

PITCH//BREAK: THE SURVIVAL ARENA was an open-innovation hackathon organised by Google Developer Group (GDG) On Campus, University School of Automation and Robotics (USAR), as part of Elysian Tech Fest. The event brought together 78 students across 26 teams for a two-day competition combining problem definition, solution development, strategic decision-making, and adaptation to changing requirements.

The first day focused on mentoring, blind bidding for mystery power-up cards, ideation, and solution development. The top 10 teams were shortlisted at the end of Day 1 and returned on Day 2 to adapt their solutions to two additional requirements tailored to their problem statements. Final solutions were evaluated by external judge Anand Gour, Mobile Tech Lead at TCS Global and organiser at AI Mobile Coders.

A parallel gaming competition called the Heats contributed to the event's competitive scoring system. Final scores combined external judge's evaluation (60%), competition points from the Heats and power-up mechanics (20%), and an assessment of teams' adaptation to the additional requirements (20%). A formula-driven Google Sheets score ledger supported auction tracking, card validation, game scoring, and the scoreboard.

1. Event Overview

Item	Details
Event name	PITCH//BREAK: THE SURVIVAL ARENA
Organiser	GDG On Campus, USAR
Festival	Elysian Tech Fest
Format	Two-day open-innovation hackathon with five principal rounds and a parallel gaming competition
Participation	78 students; 26 teams
Day 2 participants	Top 10 teams shortlisted after Day 1
External judge	Anand Gour, Mobile Tech Lead at TCS Global; organiser at AI Mobile Coders

2. Objectives

- Encourage students to identify real-world problems and develop innovative solutions through open innovation.
- Provide practical experience in problem definition, ideation, technical planning, and prototype development.
- Evaluate adaptability by introducing new requirements that require teams to modify their proposed solutions.
- Promote strategic decision-making through blind bidding and mystery power-up cards.
- Encourage teamwork, time management, and effective presentation of technical solutions.
- Combine technical competition with parallel activities that increase engagement.

3. Event Structure and Proceedings

Round 1: Mentoring and Problem Definition

The event began with a mentoring session to guide teams through the open-innovation process. Participants received support in selecting a suitable problem statement, understanding the problem they intended to address, and determining a practical direction for their proposed solution. The aim was to establish a clear problem definition and feasible approach before ideation and development.

Round 2: Blind Bidding and Power-Up Cards

Teams used their Survival Points to bid on mystery power-up cards arranged in three themed decks: Peasant, Knight, and Emperor. The decks differed in bidding cost and potential power-up value, with higher-tier decks offering stronger strategic advantages. Teams knew which deck they were bidding on but did not know the identity or effect of the individual card they would receive. After a successful bid, the winning team drew a card and could use its effect according to the event rules. This round introduced uncertainty, resource management, and strategic decision-making.

Round 3: Ideation and Solution Development

Teams developed their ideas and submitted a presentation detailing the problem statement, proposed solution, and intended technical approach. Day 1 activities concluded at approximately 5:00 PM. Teams then continued developing their solutions independently and worked on implementing their ideas before returning the next morning.

Round 4: Breaking Round and Solution Adaptation

The top 10 shortlisted teams returned at approximately 9:00 AM on Day 2. Each team received two additional requirements tailored to its problem statement and proposed solution. These requirements were designed to challenge existing approaches and require teams to reconsider, modify, or extend their implementations. Teams were evaluated on how effectively they incorporated the new requirements while maintaining the relevance and coherence of their original solutions.

Round 5: Final Evaluation by External Judge

Following the Breaking Round, finalist teams presented their solutions for external evaluation. The evaluation considered the problem statement, relevance and effectiveness of the proposed solution, and the technical approach demonstrated by each team. The external judge's evaluation accounted for 60% of the final score.

4. Parallel Competition: The Heats

Alongside the main hackathon, a parallel gaming competition called the Heats gave one participant from each team an opportunity to represent their team. Games and mini-events included Smash Karts and Krunker.io, alongside other gaming activities. Teams earned points based on participation and performance. These points contributed to the overall competition scoring and added a separate strategic and recreational element to the event.

5. Scoring Methodology

Component	Weight	Description
External judge's evaluation	**60%**	Evaluation of the problem statement, proposed solution, and technical approach.
Competition points	**20%**	Points earned through the Heats and power-up card mechanics.
Adaptability evaluation	**20%**	Assessment of how effectively teams adapted to the two additional requirements.
Total	**100%**	

A formula-driven Google Sheets score ledger supported the management of Survival Points. Its components included an automatic scoreboard, auction records, card ownership and play validation, gaming competition logs, and bonus-point records. Formula-based checks helped flag invalid card plays and bids exceeding available points, while calculated fields tracked team balances and rankings.

6. External Judge

Anand Gour
Mobile Tech Lead, TCS Global
Organiser, AI Mobile Coders

7. Results and Winning Teams

First Position: Team Lo Cortisol Gang

Institution: University School of Automation and Robotics (USAR)

Team member	Branch/Programme	Roll number
Azmat	IIOT, USAR	9419051724
Nikhil Tiwari	IIOT, USAR	11019051724
Vaibhav Sharma	IIOT, USAR	12219051724
Harshit Rana	IIOT, USAR	00919051724

Second Position: TEAM RAYQUAZA

Institution: University School of Automation and Robotics (USAR)

Team member	Roll number
Aaryan Giri	09619052025
Siddhant Sharma	07519052025
Jaiprakash	12319052025
Aditya Raj	08519052025

Third Position: Team Heisenbug

Institution: University School of Information, Communication and Technology (USICT)
Branch: Information Technology · Year: First Year

Team member	Roll number
Yojit	131261024662
Shristi	131261004450
Prakhar	131261004719

The organisers congratulate the three winning teams and acknowledge all participating teams for their contributions to the event.

8. Outcomes and Impact

- Participants practised problem identification, structured ideation, technical planning, and prototype development.
- The Breaking Round tested teams' ability to respond to new requirements and adapt solutions under constraints.
- The blind-bidding mechanic encouraged strategic use of limited points under uncertainty.
- External evaluation provided a structured assessment of proposed solutions and technical approaches.

9. Acknowledgements

GDG On Campus, USAR, expresses its gratitude to the college administration and Elysian Tech Fest organisers for supporting the event. The organising team also acknowledges Anand Gour for serving as the external judge, along with the mentors, volunteers, and participants whose involvement contributed to the event.

10. Conclusion

PITCH//BREAK: THE SURVIVAL ARENA brought together 78 students across 26 teams for a two-day open-innovation hackathon. After the first day, the top 10 teams advanced to the final stage, where they adapted their solutions to additional requirements and presented their work for external evaluation. Through its five-round structure, parallel gaming competition, and weighted scoring methodology, the event challenged participants in technical execution, strategic decision-making, and adaptability. The event reflects GDG On Campus, USAR's commitment to providing practical, innovation-oriented opportunities for students.

Submitted by
Google Developer Group On Campus
University School of Automation and Robotics (USAR)

Submitted to
The Dean
University School of Automation and Robotics (USAR)

Date of Submission: 28 October 2026




THE JOKER DECK
2 cards
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GDG
USA
ACCESS DENIED


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