



FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING
Fr. Agnel Ashram, Bandstand, Bandra (W), Mumbai – 400 050



SYNERGY REPORT

DATE: 21/10/2022

IIC-FrCRCE at Fr. Conceicao Rodrigues College of Engineering, Bandra, Mumbai, organized “SYNERGY”

Name of the event: **Synergy**

Date of event: October 21 2022, 10:30 am onwards

Location of the event: Fr.CRCE

The **Game Developers Association** Council was a part of the Synergy event which was organized by the Student Council of Fr.CRCE. The games that were organized by GDA (Game Developers Association) were relay X&O, Blow war, Defuse or die which were played as the round 1, round 2 and the final round respectively.

The Registration fee was Rs.50 per team.The team consisted of 4 members per team and 2 teams per class.

The overall participation:

Computer Branch : **36 Participants (9 Teams)**

Electronics and Computer Science (ECS) Branch :**16 Participants (4 Teams)**

Artificial Intelligence and Data science (AIDS) Branch :**12 Participants (3 Teams)**

Mechanical Branch :**16 Participants (4 Teams)**

Round 1 was named relay X&O. The game consisted of two teams of four players. One team had three markers and the other team had three markers of different colors. Both the teams were placed on the same side of the room before the game began. When the game facilitator whistled, the first player of each team raced to the Tic-Tac-Toe board, placed a marker on the board, and ran back to the starting line. The second player on the team went when the first player ran back and gave him/her a clap .The aim was to get three in a row, before the opponent team and if they were unable to get three markers in a line then the fourth player had the liberty to move the marker on the empty spaces and it went on until one team complete straight line(3 in a row).The winners of this round were told to gather at the same place for the Round 2.



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Round 2 was named Blow war ,The Blow War was played between two teams at a time. Both players were on the opposite side of the table having balloons along with them. A ball was placed at the center of the table.After the game facilitator whistled,the participants blew and filled their balloons, after blowing the balloons, they blew the air of the balloon onto the ball. The participant who was able to make the ball fall on the opposite side i.e., towards the opponent, won the game.Similarly the Round 2 winners were called after a while for Round 3.The winners of Round 1 who lost the Round 2 were out of the game

Round 3 was named defuse or die. In the defuse or die game,One of the players had taken the role of the Unlikely Hero, who had to find a bomb and try to defuse it. The other players guided the hero through the process, using a special bomb manual. Only the hero can look at the bomb, and only the support team can read the manual. The players need to communicate in order to defuse the bomb.At the end of Round 3

The winners of the game organized by GDA were:

1st - TE ECS

2nd- TE COMPUTERS A

The Rewards for the winners were as follows:

1st Price - Rs.1000/-

2nd Price - Rs.750/-

At the end of the event, the winners as well as the participants expressed their joy of participation in these lively and energetic games.

Then the GDA(Game Developers Association) – FrCRCE lead and co-lead thanked the Council members for their contribution for the idea of games and its dry run, PR work, Design and documentation work.

