About Us

Tech Club, the brainchild of the Computer Science Department at K.C. College, came to life during the academic year 2016-2017. With a visionary spark, it ignited a tech based platform for students, granting them their unique identity. Since its inception, Tech Club has been an unstoppable force, tirelessly working to shine as a glorious spotlight on the entire college.

This dynamic club is also the proud host of the annual 'Fiestron,' a tech-infused extravaganza filled with creative events that blend the worlds of technology and innovation. Fiestron embodies the club's spirit of pushing boundaries, and its success is further amplified by the faculty's magnificent contributions.

Cipher Paradox

Step into the world of Cipher Paradox, where riddles meet reality and every answer leads to deeper mysteries. This theme celebrates the beauty of duality—where chaos sparks order, and secrets unfold through creativity and intellect.

Cipher Paradox invites you to explore the thrill of decoding challenges that inspire innovation and collaboration. Here, every journey reveals that answers are often found within the quest itself, celebrating the art of unraveling life's enigmas.

Our Pillars

Prof.(Dr.) Hemlata K. Bagla
Hon. Vice Chancellor,
HSNC University, Mumbai

Prof.(Dr.) Tejashree Shanbhag
I/C Principal
K.C. College

Prof.(Dr.) Shalini R. Sinha
Vice Principal & Co-ordinator,
Department of
Computer Science

Ms. Beenarani Karutharan
Convener, Fiestron
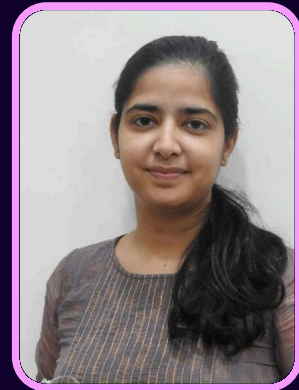Asst. Professor, Department
of Computer Science

Our Pillars

Ms. Shalini Mahesgauri
Asst. Professor,
Department of
Computer Science

Ms. Geeta Brijwani
Asst. Professor,
Department of
Computer Science

Ms. Ritika Sharma
Asst. Professor,
Department of
Computer Science

Ms. Jovaria Ansari
Asst. Professor,
Department of
Computer Science

Ms. Dhanashree Ingale
Asst. Professor,
Department of
Computer Science

Non-Teaching Committee

Mr. Ashish Gawade

Mr. Rakesh Sharma

CORE COMMITTEE

- Ruthran Arulmani
- Pakzad Avari
- Farhan Shaikh
- Burhanudin Nasikwala

DEPARTMENT HEAD

ACCOUNTS . . . . Anoushka & Vrushabh

ADMIN . . . . Kunal Bawliya

COVERAGE . . . . Keshav

DECOR . . . . Vedika

DESIGN . . . . Chandan

HOSPITALITY . . . . Manisha & Aradhana

LOGISTICS . . . . Kunal Marchande

PR & MARKETING . . . . . . Priyanshi

SECURITY . . . . Touheed & Khalid

TECHNICALS . . . . Sumit & Parshwa

Organizing Committee

General Rules

- Respectful and courteous behaviour is expected from all the participants, attendees, and volunteers. Any form of harassment, discrimination, or disruptive behaviour will not be tolerated.
- Participants must register for specific events within the fest. Registration deadlines and requirements vary per event.
- Participants should arrive on time for their scheduled events. Late-comers may risk disqualification.
- All events are conducted with fairness in mind. Cheating, plagiarism, or any form of unfair advantage is strictly prohibited.
- Safety guidelines should be followed at all times. This includes adhering to safety protocols for physical events and being mindful of personal safety in virtual or technology-related events.
- Participants are responsible for their own equipment and materials if required ,for specific events.
- Respect intellectual property any submissions or presentations should be original or used with appropriate permissions and attributions.
- Decisions of judges and event organizers are final. Any appeals or disputes should be addressed through the designated channels.
- Participants are expected to maintain confidentiality of sensitive information they may come across during the fest.
- By attending, participants consent to the use of their image or videos in promotional materials, including photographs, videos, and live streams.

Security Rules

- Entry will be given on a valid college ID/fee receipt of the current year with valid photo ID proof.
- Unauthorized personnel will not be allowed backstage and in restricted areas.
- Damage to any college property or any kind of misbehaviour will be treated as a serious offense.
- The Right of admission is reserved by the OC.
- Participants can deposit their items such as Helmets, perfumes, water bottles, etc. to the OC during an event and can collect it from them after the event.
- Your valuables are your own responsibility, FIESTRON and K.C. College will not be held responsible for any damage, loss or theft of your valuables.
- Items deposited need to be collected from the OC on the same day and if not, the organizing committee is not responsible for it.
- Non-cooperation with the organizing committee will lead to removal of the concerned person from the venue

CONFISCATION LIST

Security Rules

- Any sharp objects such as knives, blades, razors, cutters, rounders, nail filers, pins, staplers, nail cutters, Swiss knives or multiple knives, bottle openers, pointed rings, pointed bracelets, etc.
- Metal objects like scales/rulers, thick chains, bike chains, metal knuckles, tool objects, etc.
- Inflammable objects like lighters, match boxes, cigarettes, beedis, petrol, kerosene, inflammable oils, alcoholic drinks, batteries, sanitizers, etc.
- Drugs, condoms, contraceptives, weapons, crackers, lasers, floppies, spray paints, ropes, whistles, etc.
- Any other article which is not included in the above list but is injurious, harmful or illegal will not be allowed inside the venue. The discretion of the OC regarding any item being brought into the venue is final.
- Please cooperate with the organizers for the same

Scoring for General Events

- Participation points only for CC : +50
- Not turning up for finale / last minute backout: -150

3 - Tier Events

Gold	Silver	Bronze
Checkmate Chaos	Coding	Carrom
Treasure Byte	Bear&Bull Rush	Syntax Sprint
Hackathon	Brain Busters	Table Tennis
Pitch an App/Website	BGMI	Rhythm Rave
	Cricket Cache	Ring Football
		Mortal Kombat

Podium	1st Place	2nd Place
Gold	1000 pr pts	800 pr pts
Silver	800 pr pts	600 pr pts
Bronze	600 pr pts	400 pr pts

Scoring Rules

Event Schedule

1

Code Quest

Time:- 11:30am-1:30pm
Venue:- CS Lab

2

FIFA

Time:- 2:00pm onwards
Venue:- CS Lab

3

Checkmate Chaos

Time:- 11:30am-4:30pm
Venue:- Sports Room

4

Pocket Masters

Time:- 11:30am-4:30pm
Venue:- Sports Room

5

Bear & Bull Rush

Time:- 10:00am-11:00am
Venue:- CS Lab

6

Brain Busters

Time:- 12:00pm-2:00pm
Venue:- MMR/Room 503

7

Cricket Cache

Time:- 2:00pm onwards
Venue:- Quadrangle

8

BGMI

Time:- 11:30am onwards
Venue:- Online

9

Treasure Byte

Time:- 11:30am-1:30pm
Venue:- Quadrangle

Event Schedule

Day 2

Event Schedule

1

Hackathon

Time:- 9:30am-11:30am
Venue:- CS Lab

2

Syntax Sprint

Time:- 12:00pm-2:00pm
Venue:- CS Lab

3

Mortal Kombat

Time:- 2:30pm onwards
Venue:- CS Lab

4

Net Flicks

Time:- 9:00am-1:00pm
Venue:- Sports Room

5

Rhythm Rave

Time:- 2:00pm-5:00pm
Venue:- Sports Room

6

Bear & Bull Rush

Time:- 3:30pm onwards
Venue:- MMR/Room 503

7

Ring Football

Time:- 2:00pm onwards
Venue:- Quadrangle

8

Pitch an App/Website

Time:- 11:00am onwards
Venue:- MMR/Room 503

Technical Events

Code Quest

Coding is a programming activity where participants aim to solve coding challenges or problems within a limited time frame. The event is divided into 3 rounds with increasing difficulty. The first round is an MCQ round based on general technical knowledge. The second round is a typing competition where competitors compete to be the fastest typer. The third and final round is DSA, where competitors complete 2 out of 3 questions to secure their victory. Each round is elimination based and participants who score above a certain threshold will qualify for the next subsequent round.

1
Participant

30
Capacity

50
Registration fees

Code Quest

Rules & Regulations

- The participants must maintain silence during the coding round.
- The participants are not allowed to discuss among themselves during the coding round The participant(s) are not allowed to carry any chits, blank pieces of papers, smartphones, smartwatches or any electronic devices whatsoever
- Participants in the third round (DSA) may choose to solve the coding challenges using either C++ or Java, as per their preference.
- The participants are not allowed to leave the room without the permission of the organizer
- The participants are also not allowed to open any new tabs or window in any browser or any files WITHOUT the permission of the organizer
- Any help or communication between with other contingents or external sources like ChatGPT or any other AI or even creating a new tab to seek outside help from websites like wikipedia or any similar websites is strictly prohibited
- If any participant(s) are found to violate any of the above rule(s), then the organizer has the full right to declare their participation as null & void
- The decision of the OC will be final and binding.

Hackathon

Join us for a 48-hour hackathon where you can unleash your creativity and skills to build amazing projects. This event serves as a platform for participants to demonstrate their innovative solutions, share insights, and network with like-minded individuals. The best teams will win prizes and recognition for their achievements.

2 participants per team

12 Teams

100 Registration fees

Hackathon

Rules & Regulations

- Teams can start working on their projects only after their registration has been successfully completed and confirmed by the event organizers
- Participants are required to bring their own hardware (laptops, devices, etc.) for the development of their projects. The event organizers will not provide any hardware
- By the end of the hackathon, the developed application must have working functionality. Prototypes or concept presentations will not be accepted
- The use of artificial intelligence in project development is not restricted.
- Participants are responsible for safeguarding their intellectual property and may be required to disclose any patents, trademarks, or copyrights associated with their idea.
- Participants should respect the confidentiality of any information disclosed during the event.
- The theme will be revealed to the participants a day prior to the fest and they have to finish and present the project in the fest.
- Participants have the freedom to choose any programming language and Integrated Development Environment (IDE) for their project work
- Further details will be disclosed at the time of the respective event
- The decision of the OC will be final and binding

Pitch an App/Website

The event revolves around the theme of Incorporating Technology for the Betterment of Society. Participants are challenged to identify a real-world problem and develop an innovative app or website that addresses it effectively. The goal is to inspire creative solutions that showcase how technology can be a powerful tool to solve societal issues and drive positive change.

1 Participant

10 Capacity

50 Registration fees

Pitch an App/Website

Rules & Regulations

- An individual can start working on their projects ideas only after their registration has been successfully completed and confirmed by the event organizers
- Participants are required to bring their own hardware (laptops, devices, etc.) for the development of their projects. The event organizers will not provide any hardware
- Prototypes or concept presentations are accepted
- The use of artificial intelligence in project development is not restricted.
- Participants are responsible for safeguarding their intellectual property and may be required to disclose any patents, trademarks, or copyrights associated with their idea.
- Participants should respect the confidentiality of any information disclosed during the event.
- The idea must be economically feasible and must have a long-term plan along with the aim to solve a real-world problem
- The decision of the OC will be final and binding

Syntax Sprint

Syntax Sprint is a thrilling team-based coding challenge that tests coordination, creativity, and technical skills. Each team consists of 2 members. The theme is revealed at the start, and the first team member has 20 minutes to begin creating a webpage based on it. Afterward, there's a 1-minute handoff where they brief the second member about their progress and vision. The second member then has 30 minutes to refine and complete the webpage. In the end, all webpages are judged, and prizes are awarded for creativity, functionality, and teamwork.

2
participants
per team

10
Teams

100
Registration
fees

Syntax Sprint

Rules & Regulations

- No form of vulgarity in terms of gesture, language, or otherwise will be tolerated in any performance.
- Participants are expected to maintain the integrity of the competition.
- Plagiarism or any form of cheating will result in immediate disqualification.
- Participants can seek clarification on problem statements before the start of each round.
- Any clarifications provided will be shared with all participants.
- Teams can only communicate during the 1-minute handoff; no other interaction is allowed during the rounds.
- Any team found violating the communication or time rules will be disqualified.
- Webpages will be evaluated based on creativity, functionality, adherence to the theme, and overall presentation.
- The decision of the OC will be final and binding

Sports & Gaming Events
Sports & Gaming Events
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Sports & Gaming Events
Sports & Gaming Events

Brain Busters
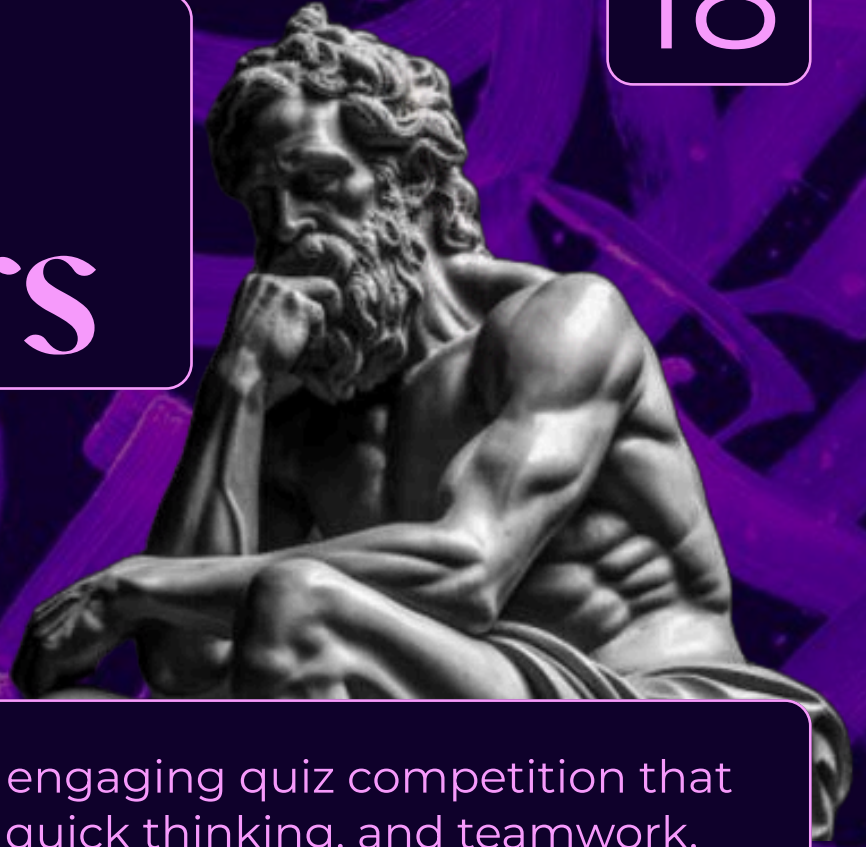
Brain Busters is an engaging quiz competition that tests knowledge, quick thinking, and teamwork. Teams of two will compete in two rounds. The first round is a buzzer round where two randomly selected teams face off in an elimination format, answering questions based on popular universes like the MCU, Harry Potter, and Star Wars. In the second round, all remaining teams participate in a game inspired by Family Feud, focusing on technical and general topics. This round will challenge teams to think creatively and strategically as they compete for the top spot.

2
participants per team

15
Teams

100
Registration fees

Brain Busters

Rules & Regulations

- Participants are expected to follow the rules, show good sportsmanship, and adhere to any safety guidelines established by the event organizers.
- Do not speak out of turn
- Participants should use the provided or approved equipment for the event, and any tampering or misuse may result in penalties.
- Event officials' decisions are final, and any violations of the rules may lead to disqualification or penalties, as determined by the organizers

Rhythm Rave

Get ready to dance your heart out at Fiestron's Dance Fusion Extravaganza! Join us as we celebrate the rhythm of life with electrifying moves, infectious beats, & mesmerizing performances. Our dance event is a spectacular journey through various dance forms, where every step tells a story and every movement ignites the soul. From classical elegance to contemporary creativity, Dance Fusion is the ultimate stage for expression. Come, join the dance, and be part of a celebration where emotions flow, & energy knows no bounds at Fiestron!
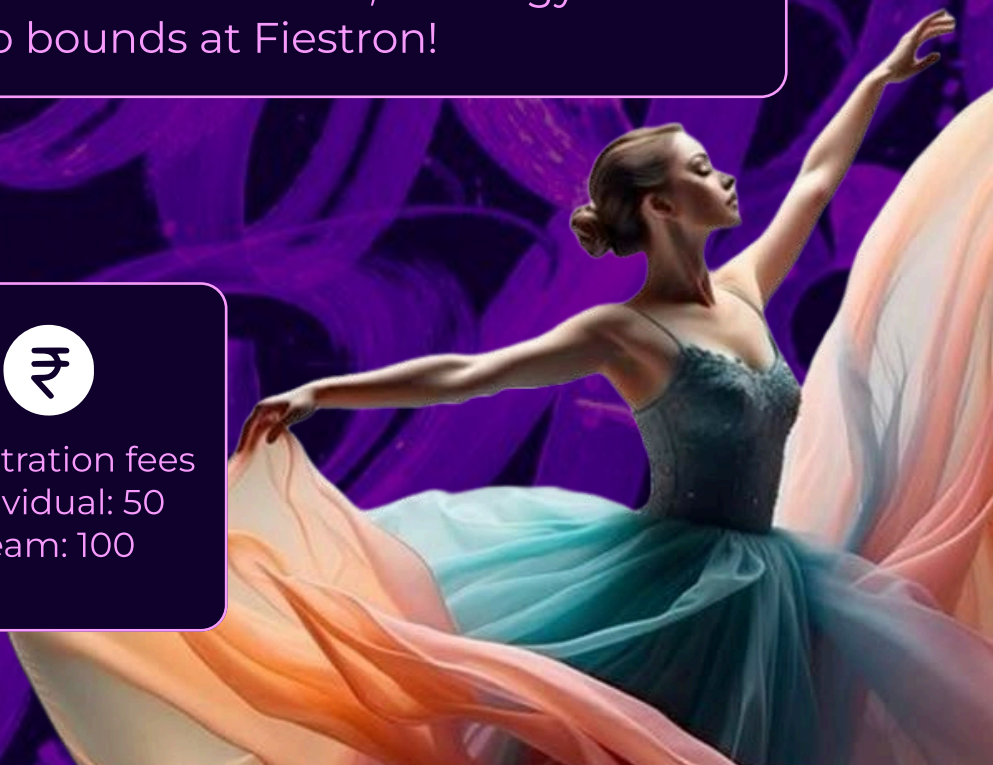
Individual or (2 or 3) Partic-pants per team

5 Teams

Registration fees
Individual: 50
Team: 100

Rhythm Rave

Rules & Regulations

- The participants can incorporate any dance styles like hip hop, bollywood, contemporary, classical, folk etc.
- Song selection is the participant's discretion.
- The song lyrics must be decent and non insinuating.
- Use of props is allowed.
- The judges' decision will be final and binding.
- Rules and regulations of the final round will be disclosed to final participants.
- Vulgarity, obscenity and profanity will not be tolerated and will lead to disqualification/negatives

Bear & Bull Rush
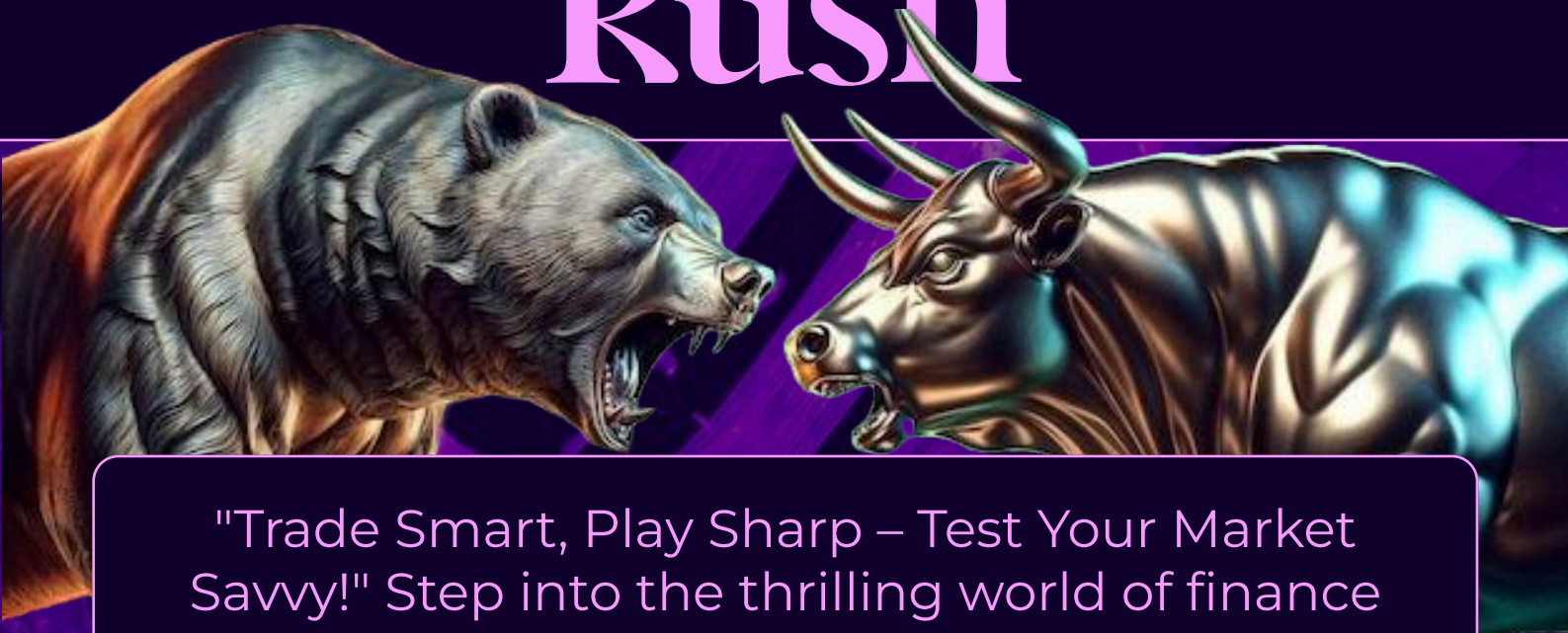
"Trade Smart, Play Sharp – Test Your Market Savvy!" Step into the thrilling world of finance with our two-day mock stock market challenge, where strategy meets speed and every decision could make or break your portfolio! Experience the adrenaline of trading as you navigate real-time market scenarios, analyze stock trends, and compete against the brightest minds - will you rise to the top as the ultimate trader?

1	30	50
Participant	Capacity	Registration fees

Bear & Bull Rush

Rules & Regulations

- All participants will be provided with a dummy trading account preloaded with virtual money.
- Real-time market prices will be simulated for trading purposes.
- Virtual money cannot be recharged. Use funds strategically.
- The team or individual with the highest portfolio value at the end of the session wins.
- Decisions by the judges and event coordinators are final.
- Any form of manipulation, such as exploiting platform glitches, will result in disqualification.
- Malpractices like collusion with other teams or using unauthorized devices are banned.
- Participants are expected to maintain decorum during the event.
- Any disrespectful behavior towards coordinators or other participants will lead to immediate disqualification.
- The event organizers are not responsible for any technical disruptions caused by third-party systems or platforms.

Treasure Byte

Treasure Byte is an exhilarating treasure hunt that combines wit, teamwork, and problem-solving. With teams of three participants, the event challenges players to uncover hidden clues and solve puzzles to advance through various stages. Each stage brings new surprises and tests the participants' ability to think critically and collaborate effectively. The team that deciphers the final clue and reaches the treasure first will be crowned the winner. Treasure Byte promises to be a thrilling adventure filled with mystery and excitement!
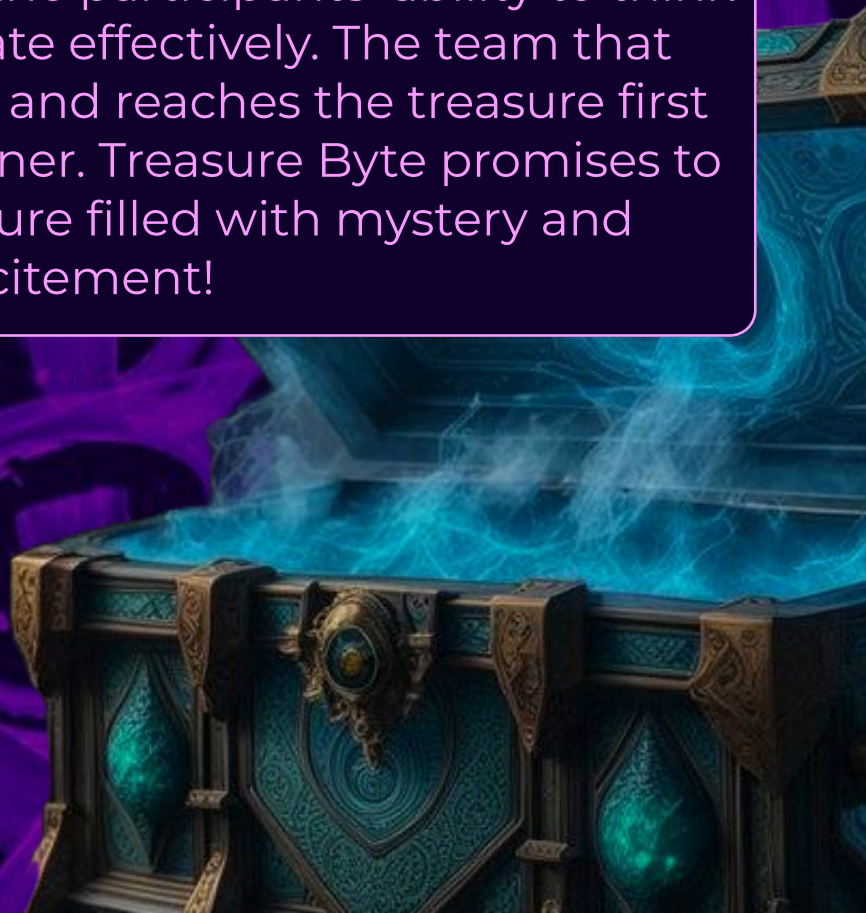
3 participants per team	15 Teams	150 Registration fees

Treasure Byte

Rules & Regulations

- The event will be conducted through a custom website. Teams must have access to a stable internet connection and a device to participate.
- Teams must solve clues in sequential order to progress through the stages. Skipping clues is not allowed.
- Team members cannot seek help from outside individuals or resources beyond what is provided.
- Teams are not allowed to share answers or collaborate with other teams. Any team found doing so will be disqualified.
- Limited hints may be provided at the organizers' discretion, but using hints may reduce the score.
- Any team found violating the rules or disrupting the event will be disqualified immediately.
- The judges' and organizers' decisions will be final and binding.

Non-Technical Events

BGMI

Rules & Regulations

- Tournament Format: Single match knockout with 25 teams.
- Objective: Be the last team standing to win the match.
- Scoring: Points awarded based on placements and kills.
- Winner: The team that survives until the end will be declared the champion.
- Fair Play: Strict adherence to fair play rules; any cheating or unsportsmanlike behavior will result in disqualification.
- Emphasis: The tournament focuses on strategy and skill for an exciting experience for players and spectators.

4
participants
per team

25
Teams

200
Registration
fees

FIFA

Rules & Regulations

- Tournament Format: The tournament will consist of knockout rounds, culminating in a final match to determine the champion.
- Match Duration: Each match will be played for two halves of 10 minutes each, with extra time if necessary.
- Scoring: Goals will be the primary measure of success; the team with the most goals at the end of the match wins.
- Player Conduct: All players must adhere to fair play standards; any form of cheating, exploiting glitches, or unsportsmanlike behavior will lead to disqualification
- Game Settings: Matches will be played on default settings, including difficulty level and game mode.
- Disputes: Any disputes must be reported to the tournament organizers immediately, and their decision will be final.

1
Participant

20
Capacity

50
Registration
fees

Mortal Kombat

Rules & Regulations

- Tournament Format: The tournament will consist of knockout rounds with one-on-one matches.
- Match Duration: Each match will be played in a best-of-three format, meaning the first player to win two rounds wins the match.
- Character Selection: Players may choose their characters at the start of each match. Once selected, characters cannot be changed during that match.
- Fair Play: All players must adhere to fair play guidelines. Cheating, exploiting glitches, or unsportsmanlike behavior will result in disqualification.
- Disputes: Any disputes that arise during a match must be reported to the tournament organizers immediately. Their decision will be final.
- Match Setup: Matches will be played on standard settings, including difficulty level and game mode.
- Finals: The final match will be played on a predetermined stage, chosen by the tournament organizers.

1
Participant

20
Capacity

50
Registration fees

Net Flicks

Rules & Regulations

- Server must toss the ball 65 inches in the air
- The server switch sides every two points unless the score is tied 10-10 (in this case the server switches sides every point)
- Scoring: A player wins a point if their opponent fails to return the ball or hits it before it bounces on their side of the table.
- Touching the table with their free hand is prohibited.
- Moving the table in any manner is prohibited.
- Touching the net is prohibited.
- Volleying: A player cannot hit the ball in the air without letting it bounce on their side of the table.

1
Participant

20
Capacity

50
Registration
fees

Pocket Masters

Rules & Regulations

- Tournament Format: The tournament will consist of knockout rounds, with players competing in one-on-one matches.
- Game Setup: Each match will be played on a standard carrom board, with all pieces (striker, coins, and queen) set up according to the rules.
- Scoring: The objective is to pocket your assigned coins (either black or white) and the queen. Points will be awarded based on the coins pocketed, with the queen worth additional points.
- Turn Order: Players will take turns using the striker to pocket their coins. The player who pockets a coin continues their turn.
- Fouls: Fouls will be called for actions such as pocketing the striker, failing to hit any coins, or pocketing the opponent's coin. A foul may result in a penalty, such as returning a previously pocketed coin to the board.

Pocket Masters

Rules & Regulations

- Winning: The player who first pockets all their assigned coins and the queen wins the match. If both players pocket all their coins simultaneously, the player who pocketed the queen last wins.
- Fair Play: All players must adhere to fair play standards. Cheating or unsportsmanlike behavior will lead to disqualification.
- Disputes: Any disputes that arise during a match must be reported to the tournament organizers immediately. Their decision will be final.

2
participants
per team

16
Teams

100
Registration
fees

Checkmate Chaos

Rules & Regulations

- Tournament Format: The tournament will follow a knockout format, with players competing in one-on-one matches.
- Time Control: Each match will have a predetermined time control (e.g., 30 minutes per player, with a 5-second increment per move). Players must complete their games within this time limit.
- Pieces and Board: Standard chess pieces and a chessboard must be used. Each player is responsible for setting up their pieces correctly at the start of the game.
- Move Recording: Players are encouraged to record their moves using algebraic notation. Failure to do so may result in disputes regarding the game.
- Touch-Move Rule: If a player touches a piece, they must move it if it is legal to do so. If a player touches an opponent's piece, they must capture it if it is legal.
- Stalemate and Draws: If a game ends in stalemate, insufficient material, or mutual agreement, it will be declared a draw. Players must notify the tournament organizer in the event of a draw.

Checkmate Chaos

Rules & Regulations

- Disputes: Any disputes that arise during a match must be reported to the tournament organizers immediately. Their decision will be final.
- Fair Play: All players must adhere to fair play standards. Cheating, using electronic devices, or unsportsmanlike behavior will result in disqualification.
- Finals: The final match may be played with additional time controls or special conditions as determined by the tournament organizers.

1
Participant

26
Capacity

50
Registration
fees

Ring Football

Rules & Regulations

- Match Duration: Each match will consist of two halves, each lasting 7 minutes. There will be a 2-minute halftime break.
- Team Composition: Each team will consist of 5 players on the field, including a goalkeeper. Teams can have a maximum of 3 substitutes.
- Fouls:
  - A ball played above the waist level will be   considered a foul. The opposing team will be awarded a free kick from the spot where the foul occurred.
  - Any physical contact deemed excessive or dangerous will also result in a foul and may lead to a free kick for the opposing team.
  - Free Kicks:
  - All free kicks must be taken from the spot of the foul. The opposing team must maintain a distance of at least 5 meters from the ball until it is in play.
  - Direct free kicks can be taken directly at the goal, while indirect free kicks require the ball to touch another player before a goal can be scored.
  - Scoring: A goal is scored when the entire ball crosses the goal line between the goalposts and beneath the crossbar.

Ring Football

Rules & Regulations

- Offside Rule: There will be no offside rule in this tournament.
- Substitutions: Substitutions can be made at any stoppage in play, but a maximum of 3 substitutions per team per match is allowed.
- Yellow and Red Cards:
  - A yellow card will be issued for minor infractions, and a player receiving two yellow cards in the same match will be shown a red card.
  - A red card will result in the player being sent off, and the team will play with one fewer player for the remainder of the match.
- Winning: The team with the most goals at the end of the match wins. In case of a tie, a penalty shootout may be conducted to determine the winner. Penalty will be in the form of one tap direct goal
- Fair Play: All participants are expected to play fairly and respect the decisions of the referees. Any unsportsmanlike conduct may lead to disciplinary action.

5 participants per team

8 Teams

300 Registration fees

Cricket Cache

Rules & Regulations

- Tournament Format: The tournament will be conducted in a knockout format, where teams compete in one-off matches. The winner of each match advances to the next round.
- Team Composition: Each team should consist of 6 to 8 players. Teams must submit their final roster before the tournament starts.
- Match Duration: Each match will consist of a maximum of 3/4 overs per side. The team batting first will face 3/4 overs, followed by the second team.
- Field Size: The matches will be played in a designated box cricket area, with boundaries clearly marked. The dimensions of the playing area should be agreed upon before the tournament.
- Scoring: Runs can be scored by running between wickets or hitting boundaries. A boundary (hitting the ball out of the playing area) will be worth 4 runs, and a six (hitting the ball over the boundary on the full) will be worth 6 runs.
- Wickets: Each team will have a maximum of 3 wickets. Once a team loses 3 wickets, they must continue to bat until the end of their 8 overs.
- Bowling: Each bowler can bowl a maximum of 2 overs. No bowler may bowl consecutive overs.
- Extras: Extras such as wides and no-balls will be counted and added to the batting team's total score.

Cricket Cache

Rules & Regulations

- Winning: The team with the highest score at the end of the match wins. In the event of a tie, a super over may be played to determine the winner.
- Fair Play: All participants must adhere to fair play standards. Any form of cheating or unsportsmanlike conduct will result in disqualification.
- Disputes: Any disputes that arise during a match must be reported to the tournament organizers immediately. Their decision will be final.

6
participants
per team

8
Teams

300
Registration
fees

Contact Us

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🌐 Register for the events -
https://kcxtechclub.vercel.app