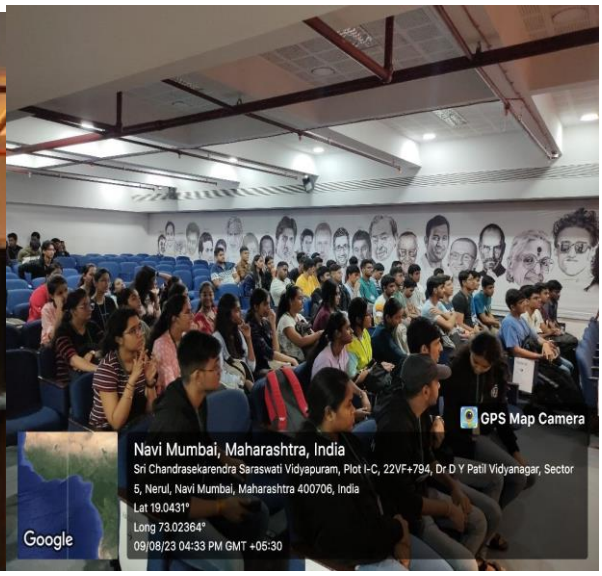
TECHNICAL TEAM
ANNUAL REPORT 2023-24

Fe Induction 23:

Date:- 9th August , 2023

Objective:-Introduction to Technical Team.

Description: SIESGST's Technical Team welcomed newcomers with an introduction session, covering domains like Management, App, Game, Robotics, and Web. Highlights included App domain's Companion app, Game domain's Project Omega, Robotics events, and Web domain's basics and portal showcase. The session also featured a domain-based quiz competition with goodies for the winners.



<u>Skill Up - Rev up and Roll</u>: Date: 12th August, 2023

Objective: To give students better exposure with a hands-on session and to give them a better understanding of the topic.

"Hands-on project to construct their own RC cars."

Description: Skill up is a series of project based workshop and an initiative under **GDP** (*GSTian Developers Program*). This event was conducted by **Robotics Domain** on 12th August 2023. The workshop aimed to introduce students to the fundamental concepts of robotics, electronics, by engaging them in a hands-on project to construct their own RC cars.

"Hands-on project to construct their own RC cars" was conducted by Robotics Domain and the topics covered were:

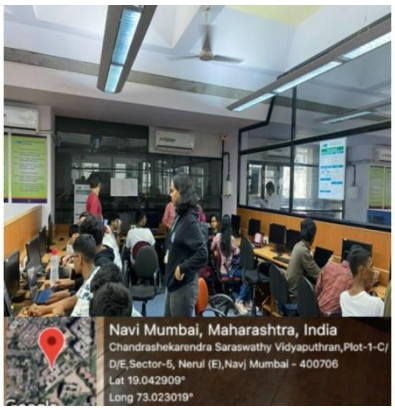
- Short introduction to Arduino Uno.
- Sensors and actuators.
- Motordriver.
- Interfacing of components with Arduino.
- Coding logic explanation

<u>Skill Up – GameDev 101:</u> Date: 2nd September , 2023

Objective: To give students better exposure with a hands-on session and to give them a better understanding of the topic.
“2D Platformer Game”

Description: Skill up is a series of project based workshop and an initiative under **GDP** (*GST Developers Program*). This event was conducted by **Game Domain** on 2nd of September, 2023 where students were given exposure to various related topics with a hands-on session to give them a better understanding of the topic. .
“2D Platformer Game” was conducted by Game Domain and the topics covered were:

- Process, concepts, and Unity overview.
- Introduction to game development and Unity.
- Constructing 2D platformer levels utilizing tilemaps.
- Adding player, characters, obstacles, and objective



Hacktoberfest'23: Date:- 5th and 6th October , 2023

Objective:-Hacktober fest is to promote Open Source among the students.**Description:** Technical Team SIESGST in collaboration with DSC SIESGST and Codechef SIESGST Chapter conducted Hacktober fest on 6th October. Students were given exposure to Open Source with a hands-on session on Git and Github to give them a better understanding of the topic. The hacktober fest started with Codechef introducing Hactoberfest, followed by DSC giving intro on Open Source and a session on Open Source Projects by Google. This was followed by Technical team's intro to different domain technologies. Then Technical Team, DSC SIESGST and Technical team took a Git and Github hands-on session. Various topic were covered like hosting own website through GITHUB, branching and using OpenSource to interact with people.

Outreach Activity: Date:- 17th October , 2023

Objective: Outreach promotes Empowering Tomorrow's Tech Innovators with AI

Description: SIES GST's Technical Team conducted an engaging Al outreach at SIES School, Sion, covering diverse topics like Al hacking, market basket analysis, social media marketing, sports, gaming, stable diffusion, generative Al, music, and applications in agriculture and industries.

<u>GDP'24:</u> Date:- 10th January, 2024

Objective:- The main moto behind conducting GDP is to improve technical skills among young engineers, To gain knowledge about various field in the technical world, To bring a sense of clarity about various technical domains to the students and clear their doubts regarding the same.

Description: This programs aims to cultivate skills and interests of the students in various domains of Technologies i.e. App,Game,Robotics,Web etc. A smaller set of students who have a knack of problem solving and can dedicate their time and effort are trained on their domain of interest and are encouraged to build projects based on what they have learned as an outcome for this program. Two sided learning sessions conducted by respective team members: Informal

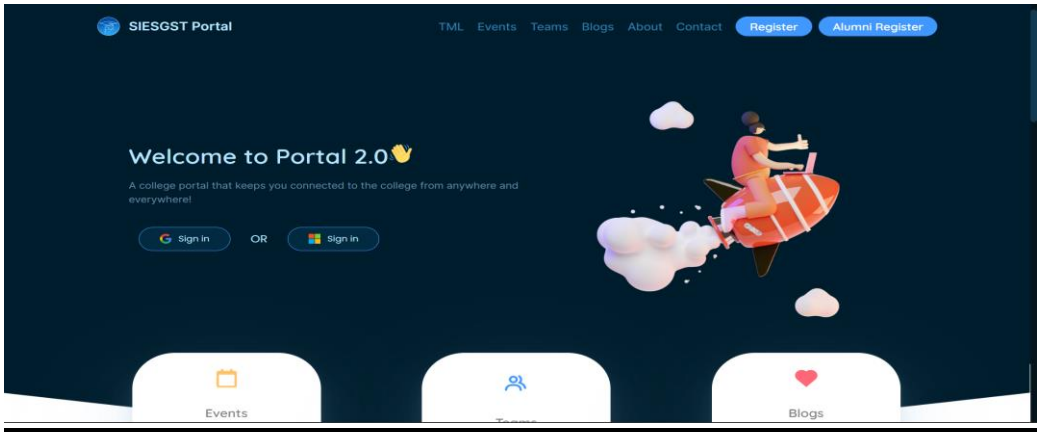
discussions on various trending topics and resource sharing that will help students to grasp concepts that were taught during the sessions.

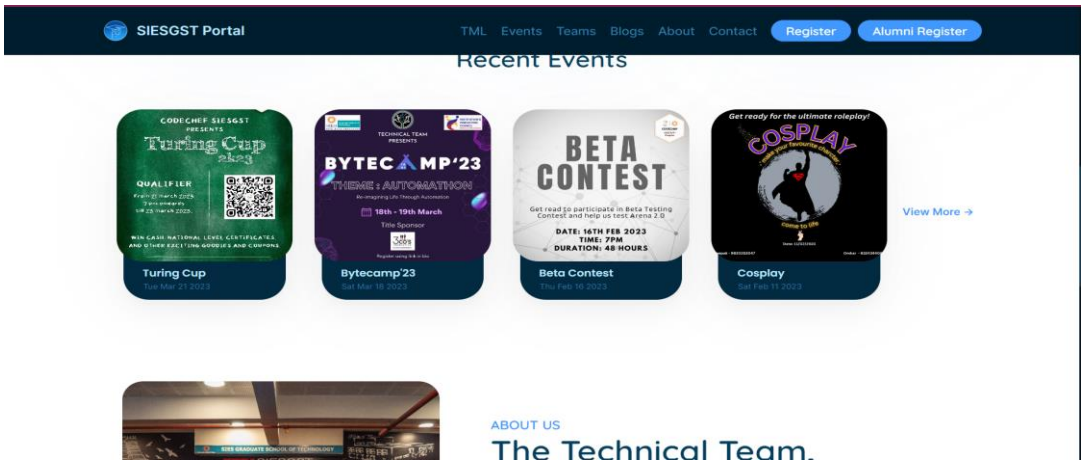
TECHNICAL TEAM PROJECTS:

PORTAL 2.0:

Description : The SIES GST Portal boasts a user-friendly interface, intuitively designed to ensure easy navigation for students of all technical proficiencies. Whether accessing it from a computer or mobile device, students can effortlessly explore and utilize its features. It's 'Notes' feature facilitates seamless interaction between students and knowledge sharing among students.

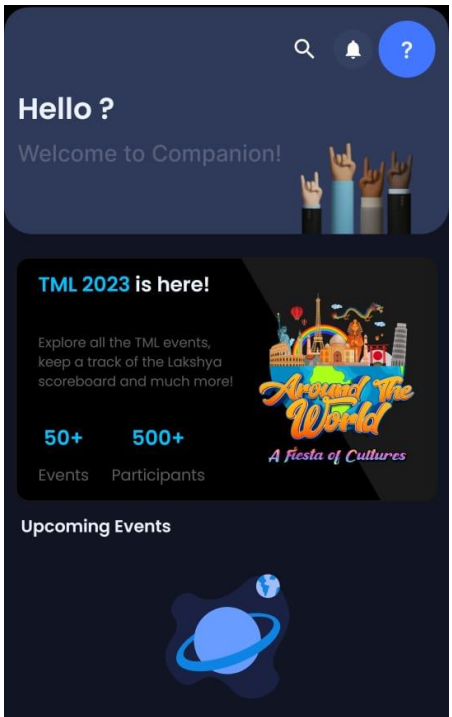
Staying informed is vital, and the portal ensures that students are always up to date with the latest campus news, events, and announcements. From campus activities and club events, the portal acts as a central information hub.





COMPANION:

Description : Companion is SIES GST's official students app with user friendly interface that provides students with various features such as notes sharing, allowing students to interact with alumni and other students. It helps students stay upto date with the latest happenings around campus, important announcements and to know about upcoming events and register for them.

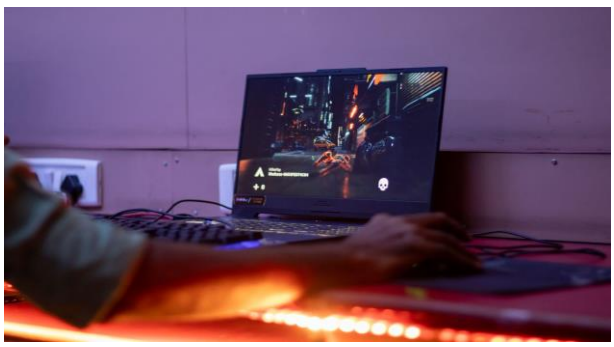


Mortophobia:

Description : A time-constrained first-person survival puzzle game featuring three levels. Players must strategically solve puzzles to survive within specified time limits. This horror-themed game intensifies the experience, adding an element of fear and suspense to challenge players in an immersive and chilling environment.

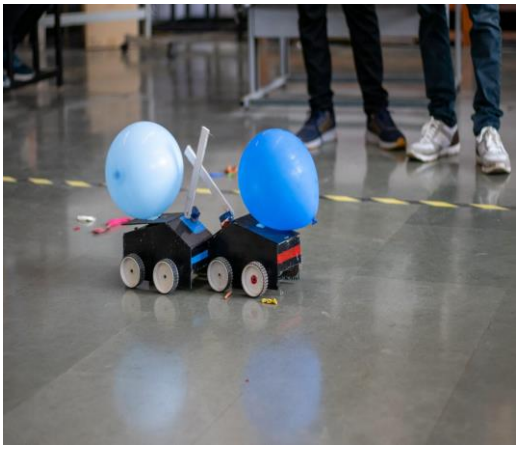
Bulletstorm:

Description : "Bullet Storm," a gripping PvP shooter game set in the neon-lit streets of a cyberpunk night city. Immerse yourself in the futuristic urban landscape as you engage in intense battles across various modes, including classic deathmatch and adrenaline-pumping kill confirmed. With stunning visuals, diverse weapons, and strategic map design, Bullet Storm offers a competitive experience where every move counts.



Robowars:

Description: Experience an electrifying showdown as two formidable robots, armed with only a single balloon each and a menacing needle at their forefront, engage in an epic confrontation within the arena. The goal is straightforward – emerge as the first robot to expertly burst the opponent's balloon to secure victory in this exhilarating contest of precision and tactics. Prepare for an intense clash as these mechanical adversaries go toe-to-toe in a battle for balloon domination!



Hydrohavoc:

Description: Hydro Havoc is an exhilarating solo racing game. Your mission is to navigate through a challenging course and reach the endpoint while skillfully avoiding obstacles that threaten to sink your boat in a pool.