DATA ANALYTICS CLUB

Event Details:

Venue:

Round 1: B203 & B303

Round 2: MS Lab (ME Dept)

Event Name: Bounty Hunt

Date: 1st December 2025

Time: 1:00 pm onwards

Faculty Coordinator:

Name: Ms. Shwetha A N Designation:

Associate Professor

Department: Computer Science (Data Science)

Event Description

The Data Analytics Club successfully organized *Bounty Hunt*, a three-round analytical challenge designed to test participants' logical reasoning, teamwork, decision-making, and problem-solving skills. Inspired by strategy-based treasure hunts, each round progressively increased in complexity and required participants to think critically under time constraints. The event saw enthusiastic participation and demonstrated strong engagement across all teams.

Round 1: Who Ate The Devil Fruit

This opening round focused on observational skills, bluff detection, and logical justification.

Structure:

- Each player received an A4 sheet, a pen, and a chit containing a question.
- Within every group of five players, four received the same question, and one received a slightly modified version.
- Players were given 30 seconds to read and write their answers without looking at others.
- After revealing answers, the actual question was displayed to all.
- A discussion window of 120 seconds allowed players to justify their answers.
- Every participant then voted for the player they believed was the liar.
- In case of a tie, tied players justified again for 15 seconds followed by re-voting.

Scoring:

- If the liar was correctly voted out, the other four players earned 3 points each for their team, while the liar received 0.
- If the liar survived, the liar team earned 5 points, and others received 0.
- Each team's three members played one round each, and the total score was the sum of all performances.
- This round tested communication clarity, deductive skills, and deception detection.

Round 2: Fire Fist

This round evaluated quick thinking, factual knowledge, and time-bound decision making.

Process:

- Each team received one answer sheet.
- Five multiple-choice questions were displayed one by one on screen, each for a limited time.
- Questions increased in difficulty and points as the round progressed.
- No external help, internet, or AI tools were allowed. Violation resulted in immediate elimination.
- All phones were required to remain visible on desks.

Outcome:

- After scoring, only the top 10 teams advanced to the final round.

This round emphasized accuracy under pressure and collective decision-making.

Round 3: The Grand Line Hunt

The final and most interactive round was a campus-wide analytical treasure hunt integrating clues, navigation, code snippets, and cipher solving.

Process Flow:

1. The qualifying 10 teams received their first clue, directing them to an initial mystery location.
2. At each location, teams had to find and scan a QR code assigned specifically to their team number.
3. Each scan revealed a code snippet along with the next destination clue.

4. Teams navigated through a total of four such mystery locations.
5. The fourth clue contained a riddle leading to a Morse code that revealed a password.
6. The password had to be entered on sendFileOnline.com to retrieve final instructions.
7. After gathering all code snippets, teams reported to the MS Lab, 1st floor, B Block, to assemble and run the complete code.
8. This unlocked their next challenge involving cipher puzzles.
9. Teams could choose one among three cipher types to solve.
10. Solving the cipher revealed the final location for the gold, silver, or bronze treasure.

This round tested endurance, navigational ability, cryptography basics, logical reasoning, and technical problem-solving.

Event Outcome and Impact

The Bounty Hunt event successfully blended analytical puzzles with an immersive treasure-hunt experience. Participants demonstrated strong teamwork, quick thinking, and adaptability across all rounds. The progressive nature of the challenges ensured that only the most balanced teams reached the finale.

The event strengthened the club's reputation for innovative analytical competitions and fostered interest in data-driven thinking among students.

References and Resources

1. Event clues, questions, and scoring designed by the Data Analytics Club Organizing Committee.
2. Code snippets and technical components developed using basic Python logic and QR-based task mapping.
3. Cipher tasks based on classical cryptography concepts including Caesar cipher, substitution cipher, and Morse code.
4. Maps and navigation layouts created using campus blueprint resources.