Event Report: Byte the Escape at Sphinx 24

Event Overview

The annual technical fest of MNIT Jaipur, Sphinx 24, hosted an intriguing event named **Byte The Escape**. This event took place at the **Vikram Sarabhai Hall** in VLTC on **08 Nov '24 - 09 Nov'24** from **10:00 a.m. to 4:00 p.m.** each day. Designed as an escape room simulation, it was a team-based game requiring **4-8 members** per team. The event drew approximately **350 participants**, with each team given a strict **8-minute limit** to escape the room.

Event Structure

Participants registered on the spot and were assigned to rooms partitioned into **three subsections** using newspaper partitions. Each subsection had a specific goal. Clearing one allowed the team to progress to the next. The team that successfully navigated all sections was declared the winner. Vouchers were awarded based on performance.

Challenges and Puzzles

At the entrance, teams received an initial envelope containing a riddle. As they progressed, they received additional envelopes with hints for subsequent levels. The puzzles included a mix of **non-technical brain teasers** and **technical challenges** like **binary to decimal decoding** and **Caesar Ciphers**.
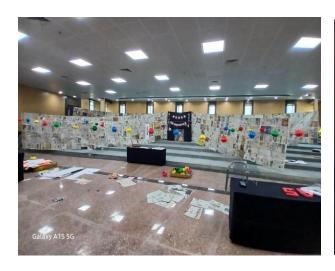
Ambiance and Decorations

The rooms were creatively designed:

- **First Partition**: Lit by two LED series.
- **Second Partition**: Lit by a single LED series.
- **Third Partition**: Completely dark, adding to the challenge.

Decorations involved extensive use of materials such as:

- **Ropes and newspapers** for partitions.
- **Cardboards, chart papers, glue, scissors, thermocols, paints, brushes, glitters, spray paints, locks, keys, markers, staplers, lanterns (made from paper), pins, chess board, daily items like books, glass case, tiffin box**.
- **Small LEDs, switches, wires**, and **printouts**.

Preparation for the event spanned **14 days**, which included extensive decor work and involved the entire CS Club team, including secretaries, executives and volunteers.

Execution and Feedback

The CS Club team efficiently managed all aspects of the event, including decor, management, registration, and anchoring. A PA system played soothing songs, enhancing the experience. The feedback from participants was overwhelmingly positive. They enjoyed the engaging, interesting, and attractive puzzles. Many appreciated the effort invested in designing the escape room. While some teams made it through the last round, most reached till the second round only.

Conclusion

Byte The Escape was a resounding success, thanks to meticulous planning and execution by the CS Club. The event not only provided a challenging and fun experience but also significantly promoted the club through word-of-mouth publicity, and was considered to be one of the best events of Sphinx '24 by many students.

The event showcased the creativity and teamwork of the organizing committee of the CS Club and was a memorable part of the annual technical fest.