Technical Event Report

1. Event Overview

Event Name: Decode The Dead

Date of Event: 7 November 2025 - 9 November 2025

Venue: S Ramanujan Hall , VLTC

Organized by: The Computer Science Club

In Association With: Technical Societies of MNIT

Coordinators:
Divyansh Joshi (2023UCP1622)
Maahir Taneja (2023UCP1587)

2. Introduction

The Computer Science Club organized an engaging fun–technical event titled **"Decode The Dead"** as part of **Sphinx '25**, the annual technical fest of MNIT Jaipur. The event was designed to provide students with a refreshing yet intellectually stimulating experience through a combination of logical reasoning, creativity, and teamwork.

Conceptualized as an **escape room cum murder mystery simulation**, the event challenged participants to solve a series of puzzles under time constraints. It encouraged critical thinking, collaboration, and problem-solving skills while maintaining an immersive and entertaining atmosphere.

Event Theme:
 An immersive escape room and murder mystery experience combining logical reasoning, technical puzzles, and teamwork.

Objective:
 The primary objective of the event was to provide participants with a unique, engaging, and mentally stimulating experience through creative puzzle-solving and team-based challenges, while enhancing the visibility and outreach of the Computer Science Club.

Target Audience:
The target audience included all who were interested in fun problem-solving activities, logical reasoning, and interactive team-based games.

3. Event Highlights

Description: .

The event was conducted at **S. Ramanujan Hall, VLTC**, from **07 November 2025 to 09 November 2025**, between **10:00 AM and 5:00 PM** each day. Approximately **300 students** participated in the event, forming teams of **4–7 members**. Each team was given a strict **10-minute time limit** to solve the mystery and escape the room.

Participants registered on the spot and were guided into rooms divided into **three partitions**, each representing a different stage of the challenge. Teams progressed by solving puzzles in sequence, with each cleared section unlocking the next. Although no prizes were awarded, the focus remained on delivering an enjoyable and memorable experience.

The event featured a mix of **technical and non-technical puzzles**, including sign language decoding, time zone conversions, Caesar ciphers, and logical brain teasers. While a few teams managed to reach the final round, most teams advanced up to the second level, making the challenge both competitive and engaging.

Activities:

The event included the following activities:

- Team-based escape room gameplay
- Murder mystery investigation
- Logical and technical puzzle-solving
- Decoding challenges (Caesar cipher, sign language, time zones)
- Progressive level-based problem-solving

Participation:

Approximately **300 students** participated in the event over the three-day duration of Sphinx '25.

6. Sponsorship

Sponsorship: None

7. Feedback and Suggestions

Participants' Feedback:

Participants provided overwhelmingly positive feedback, appreciating the creativity, effort, and immersive nature of the event. Students found the puzzles engaging, challenging, and visually appealing. Many participants praised the detailed décor and overall execution, and several regarded **Decode The Dead** as one of the best events of **Sphinx '25**.

8. Good Quality Photos/Videos

High-quality photographs and videos were recorded and documented for future reference and promotional use