

# Iron Fist Arena



**Inter Collegiate Gaming championship event (TEKKEN 7)**





**IRON FIST**  
**ARENA**





## Event Objective :-



- To provide students with a competitive esports experience
- To promote gaming culture and teamwork
- To identify and reward skilled Tekken players in the college
- To create an engaging and entertaining campus event



## Event Format ~:

- Game: Tekken 7
- Mode: 1v1 (Single Player Versus)
- Platform: PC
- Bracket Type: Single Elimination (or Double Elimination if time allows)
- Match Type: Best of 3 rounds
- Final Match: Best of 5 rounds



## ⚡ Registration Process ~:

- Online Google Form / Offline Desk Registration
- Entry Fee (Rs 150)
- Limited slots (e.g., 32 or 64 players)
- Participants receive confirmation message

# 🔧 Requirements for this Event ~:

- Game: Tekken 7
- Location: LAB 1
- Hardware : 16 PCs, PS4 gaming controllers
- Date allocation needed – 13 Feb 2026
- Timing – 3-4 hrs max minimum- 2-3 Hrs
- Match requiremenst – 2 rounds each





# Event Flow (Execution Plan)-:

## 1. Pre-Event Setup

- Install and test game
- Arrange PCs/Consoles, monitors, controllers
- Check internet (if required)
- Prepare match schedule & brackets

## 2. Player Check-In

- Verify participant list
- Assign player numbers
- Explain rules clearly

## 3. Tournament Execution

- Run matches according to bracket
- Update bracket after each match
- Announce winners

## 4. Semi-Finals & Finals

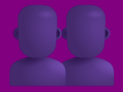
- Stream or project on big screen (if possible)
- Commentary by host

## 5. Award Ceremony

- Winner, Runner-up, Best Player







## Team Structure-:

- 1).Event Coordinator
- 2).Technical Team (game setup, troubleshooting)
- 3).Registration Team
- 4). (Match Referees,  
Anchors/Hosts(OPTIONAL))



# ⚖️ Rules & Fair Play-:



- 1). No cheating or mods
- 2). Default characters & stages (or random)
- 3). Controller check before match
- 4). Unsportsmanlike behavior leads to disqualification





## Prizes & Recognition ~:



- Winner Trophy + Certificate
- Runner-Up Certificate
- Prize Money = (still have to be decided)
- Position – 1<sup>st</sup> position (declared winner)
- Criteria - highest match wins





## Why This Event Will Succeed ~:



- 1). High student interest in esports
- 2). Low cost, high engagement
- 3). Enhances college cultural & technical image
- 4). Encourages healthy competition