

# 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 requirements – 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