
Proposal for Esports Event in Collaboration with Ingenium IIT INDORE

Proposed Implementation

1. Game Selection:

- a. VALORANT
- b. EAFC
- c. BGMI
- d. MOBA LEGENDS

2. Venue:

Daily Needs area, Ground floor, Carbon building.
We will be setting up a stage with lights, decorations and speakers.
Projector and white projector screen will be required.
Tables, chairs and sofa sets will be required during the event.

3. Budget:

Total Budget - Rs. 3,85,000.

Breakdown -

- 1) Prize Pool - Rs. 1,00,000(tentative).
- 2) Stage - Rs. 1,50,000.
- 3) Setup - Rs. 80,000.
- 4) Miscellaneous(Creatives,Refreshment, Team Merch etc) - Rs. 55,000.

Prize pool, Stage and Setup will be covered by Sponsor(s).
Amount Expected from college : 55 K

4. Prize Pool and Distribution:

100K INR Cumulative(tentative)

The Prizepool will be covered completely by Sponsor(s)

The prize pool can be changed depending upon Sponsor(s)

5. Tournament Format:

a. BGMI:

- **Number of participants per team :** 4(+1 Substitute)
- **Mode of Conduction :** Online Prelims² and Offline (LAN event)

Round 1 - Online Prelims²:

The purpose of the Online Prelims would be to filter the top 8 to 16 teams(depending upon registrations) who will compete in the LAN event at IIT Indore.

These matches will be conducted online and top teams will play offline(LAN) event at IIT indore.

Round 2 - LAN Event (3 days):

Top teams will compete against each other at multiple matches and final standings will be based on total points earned by teams.

b. EAFC:

- **Number of participants per team : 1**
- **Mode of Conduction : Offline matches**

Round 1 - Group Stages (2 days):

All matches will be played at IIT Indore. Players will be divided into two groups. Players will play against each other in Bo1 Single/Double Elimination matches(Depending upon total number of registrations) in group stages on Day 1 and Day 2. Top 4 Players from each group will progress to Round 2.

Round 2 - Finale(3 days):

Top 8 players will play against each other in Bo3/Bo5 Double Elimination format.

Semi-Finals and Finals will be played in Bo5 mode and others will be played in Bo3 mode.

c. MOBA LEGENDS:

- **Number of participants per team :** 5(+1 Substitute)
- **Mode of Conduction :** Online Prelims² and Offline (LAN event)

Round 1 - Online Prelims²:

The purpose of the Online Prelims would be to filter the top 8 or 16 teams who will compete in the LAN event at IIT Indore.

These matches will be conducted online and for which a Bo1, Single Elimination Knockout format will be followed. More details will be shared after the teams registration.

Round 2 - LAN Event (3 days):

On Day 1 & 2, The group stage for the 8 or 16 teams will be divided into 2 groups A and B with 4 or 8 teams each respectively and within each group round-robin Bo1, league format will be followed. Top two teams from each group will be selected for the semi f

For the remaining Day 2 and early Day 3, Semi Finals 1 and Semi Finals 2 will be conducted which will be Bo3, Single Elimination Knockout and on the remaining Day 3, the Grand Finals will be conducted.

d. VALORANT:

- **Number of participants per team :** 5(+1 Substitute)
- **Mode of Conduction :** Online Prelims² and Offline (LAN event)

Round 1 - Online Prelims²:

The purpose of the Online Prelims would be to filter the top 8 or 16 teams who will compete in the LAN event at IIT Indore.

These matches will be conducted online and for which a Bo1, Single Elimination Knockout format will be followed. More details will be shared after the teams registration.

Round 2 - LAN Event (3 days):

On Day 1 & 2, The group stage for the 8 or 16 teams will be divided into 2 groups A and B with 4 or 8 teams each respectively and within each group round-robin Bo1, league format will be followed. Top two teams from each group will be selected for the semi f

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