

Counter-Strike: An Event proposal

AAYAAM 2017
CodeFoster Presents
FlickShot
A counter strike LAN Gaming event

1 versus 1 5 versus 5 Deathmatch

Frag your way to win

Exciting Prizes
Backpacks
Steam keys

SD cards
Gaming mouse
Gaming Keyboard

Venue ATC, IT deptt.
Date 11, 12 March

For registrations, visit
www.CodeFoster.club

Contact - 9685954757

COUNTER STRIKE

Requirements for the Event

- 1 Lab with about 40-50 personal computers, like ATC 208-209
- Permission to install Windows OS in the aforementioned Lab
- Permission to install game software i.e “Counter strike global Offensive”
- 1 Projector
- Event timings: 09:00 AM – 4:30 PM
- Event Dates: 10/03/17 & 11/03/17

Suggested Formats:

1. Aim 1 versus 1 tournament –
 - Short range maps
 - Easy lookup for spotting enemies
 - Map Pool–
 1. Rifles only - aim_map3g
 2. Pistols only - aim_pistol_csgo
 3. AWP/Scout only - awp_india

4. Rifles+ pistols + AWP/Scout - aim_map

- Registered players will play in the following bracket:

Qualifier (Optional) -

A Qualifier round can be issued in case the number of players are too high for group stages (more than 4^x , x TBD). Qualifier games would be a single match knock out.

Group stage -

- i. Four players per group
- ii. Total of 6 games to decide winner of each group

Let A, B, C, D be the players. Then the games would be -

1. A vs B
2. C vs D
3. Winner of 1 vs Winner of 2
4. Loser of 1 vs Loser of 2
5. Loser of 3 vs Winner of 4
6. Winner of 3 vs Winner of 5

Winner of 6 advances to Playoffs

Playoffs -

Single match elimination/Knock out system.

- The Game would be played as best of 3 maps (9 rounds each of Map 1, 2, 3) in the group stages and playoffs. But, for qualifiers in case it is issued, each game would last 9 rounds of Map 4 only
- Estimated time for each game would be

1 min/round x 9 round/game x 1 games = 9 min (for Qualifiers)

1 min/round x 9 round/game x 3 games = 27 min (for Group stage)

1 min/round x 9 round/game x 3 games = 27 min (for Playoffs)

2. 5 versus 5 competitive –

- Standard competitive bomb plant scenario
- Map Pool: de_dust2, de_cache, de_mirage
- Registration fee: (tentative) Rs 150 per team
- 30 rounds per match, the team to win first 16 matches wins
- Overtime will be issued in case of a draw.
- All competitive CS rules apply –
 1. Friendly fire – ON
 2. Armor Purchasable

3. Start Money - \$800
 4. Defuse kit Purchasable
- Registered players will play in the following bracket:

Qualifier (Optional) -

A Qualifier round can be issued in case the number of teams are too high for group stages (more than 4^x , x TBD). Qualifier games would be a single standard competitive 15 rounds knock out.

Group stage -

- iii. Four teams per group
- iv. Total of 6 games to decide winner of each group

Let A, B, C, D be the players. Then the games would be -

7. A vs B
8. C vs D
9. Winner of 1 vs Winner of 2
10. Loser of 1 vs Loser of 2
11. Loser of 3 vs Winner of 4
12. Winner of 3 vs Winner of 5

Winner of 6 advances to Playoffs

Playoffs -

Single match elimination/Knock out system.

- The Game would be played as best of 1 map in the group stage, and Bo3 in the playoffs. But, for qualifiers in case it is issued, each game would last 15 rounds of de_dust2 only.