

COGNIZANCE 2K24

Faculty of Technology & Engineering

Devang Patel Institute of Advance Technology and Research

Department- Computer Engineering

Title of Non-Technical Event: BGMI

Event Coordinators:

Faculty Coordinators

1. Prof. Janardan Bharvad (Contact no:7227944479)
2. Prof. Milind Shah (Contact no:9624606424)

Student Coordinators

1. Deep Gondaliya, (Student ID: 21DCE027, Contact no: 9638376880)
2. Prince Sinojiya (Student ID: 21DCE127, Contact no: 9624070576)
3. Mann Jivani, (Student ID: 22DCE037, Contact no: 8238054354)
4. Ajaysinh Kher (Student ID: 21DCE044, Contact no: 9664604500)

Event Description:

Join us for an exhilarating gaming experience in the BattleGrounds Mobile India (BGMI) Championship, where players from across various universities will battle it out for supremacy! Get ready to showcase your skills, strategies, and teamwork as you participate in one of the most exciting mobile e-sports tournaments.

Don't miss this opportunity to be a part of the BGMI Championship and prove your skills on the battlefield. Get ready for epic battles, nail-biting moments, and unforgettable gaming action! Whether you're a seasoned pro or just starting your BGMI journey, this championship is your chance to shine.

Team Specification:

- No. of Participants per Team: 4
- Entry fee per team: Rs. 160/-

Note: Depending on number of participation received, number of rounds may be altered.

General Rules and Regulations:

1. Fair Play: Teams must adhere to the principles of fair play and sportsmanship. Any form of cheating, use of external assistance, or disruptive behaviour may result in disqualification.
2. Safety: Participants must prioritize their safety and the safety of others during the challenge. Any reckless or dangerous behaviour will not be tolerated.
3. Organizer's Decisions: The decisions of the event organizers and coordinators are final and binding. Any disputes or concerns should be addressed to the designated event officials.
4. Code of Conduct: Participants must adhere to a respectful and professional code of conduct throughout the event. Any behaviour that violates the code of conduct may lead to immediate disqualification.
5. Disqualification: The event organizers reserve the right to disqualify any team or participant who violates the rules or engages in misconduct.
6. The schedule of the matches will be released after receiving the entries.
7. Custom rooms will be created at the scheduled time for each round.
8. details (ID and password) will be provided to the team before the game.
9. It is the captain's duty to share the same with other team players.
10. Do not share the ID & the Password with anyone, if such a case will happen the team will be disqualified.
11. No re-match will be allowed for not joining or joining late.
12. Final result will be based on the points earned by the team. (Details of the points can be found below).
13. Inter-changing of the players in between the ongoing game will be not allowed.
14. No gaming triggers will be allowed.
15. Cheating/Hacking of any kind will be considered a serious offense the team will be disqualified from the tournament. Use of any abusive language in chat may result in the disqualification of the team.
16. If anyone joins with a different username, he/she will be removed out of the room.
17. In case of a tie, the team with a maximum number of position points will be considered as a winner or if the position as well as kill points are the same,

The team that has survived more will be declared the winner.
18. Any level ID below 20 will not be considered in play.
19. We request the players to take a screenshot of the match result to avoid any miss-confusion.
20. In case of any disputes, the decision of the Central Council will be final.

Scoring Criteria:

PER KILL- 1 point

1. Rank -1 [?] 15 points

2. Rank -2 [?] 12 Points

3. Rank -3 [?] 10 Points

- 4. Rank -4 [?] 8 points
- 5. Rank -5 [?] 6 points
- 6. Rank -6 [?] 4 points
- 7. Rank -7 [?] 2 points
- 8. Rank -8-12 [?] 1 point
- 9. Rank -13-16 [?] 0 points

Rounds:

- Round 1:
Teams will play in groups of 16 teams respectively.
Each team will play 2 matches.
The top 8 teams of each group will proceed to round 2.
- Round 2:
There will again be groups of 16 teams respectively.
Each team will play 2 matches.
The top 4 teams of each group will proceed to round 3.
- Round 3:
Each team will play 2 final stage matches and a winner will be decided accordingly.

PRICE POOL:

Total prize pool:- Rs. 10,000/-
Winner: - Rs. 5,000/-
Runner up: - Rs. 3,000/-
2nd runner up: - Rs. 2,000/-

REQUIREMENTS:

1. 4 classrooms: - 222,223,224,225
2. Seminar hall: - 229
3. Lab:CC1, CC2
4. Wincell network access in following location
5. Room Cards:3 (approximately Rs. 1000/-)