



**SILVER OAK
UNIVERSITY**
EDUCATION TO INNOVATION



IEEE

**Silver Oak University
IEEE Student Branch**

A REPORT ON
BGMITians

Date: 18th & 19th September 2024
Mode: Online



BGMITIANS

Introduction:

The "BGMITians" tournament was organized to provide players with a dynamic platform to demonstrate their gaming skills, teamwork, communication, and tactical planning. The stage brought together passionate gaming enthusiasts, creating an environment that encouraged both healthy competition and a strong sense of community.

About the event:

Date: 18th & 19th September 2024

Time: 11:00 AM to 1:00 PM

Mode: Online

Participants: 148 players

Day 1: Knockout Matches

The virtual stage rolled out with great excitement as 37 teams clashed on the battlefield, demonstrating their skills and teamwork. The competition featured two thrilling knockout matches, each highlighting unique play styles and strategies. Teams fought intense battles, displaying tactical prowess, pinpoint accuracy and adaptability to shifting game dynamics.

During the matches, players used clever tactics, skilfully taking cover and launching coordinated assaults to gain a strategic edge. The intense rivalry created an electrifying atmosphere, captivating the audience with displays of gaming expertise and lightning-fast reflexes.

Following each knockout match, the top 8 teams ranked by their points, proceeded to the finals. This selection resulted in the 16 most skilled and strategically adept teams moving forward, paving the way for a thrilling finale.

Day 2: Finals (Multimap Challenge)

The finals exploded into action as the elite 16 teams battled across three BGMI staples: Erangel, Miramar, and Sanhok. Each map presented a unique challenge, pushing teams to their limits and demanding unparalleled skill with adaptability.

- Erangel, known as the classic and most balanced map, provided an opportunity for teams to demonstrate their overall gameplay skills. From urban combat in towns to long-range engagements in open fields, the teams showcased their versatility and strategic planning in a well-rounded environment.
- Miramar, with its vast desert landscape and challenging terrain, pushed teams to excel in long-range combat and strategically navigate the rugged environment. Teams needed precise coordination, vehicle management, and patience as they navigated the arid map, turning every encounter into a tactical challenge.
- Sanhok, the final map, drove teams to engage in intense, close-quarters combat due to its thick forests and smaller play area. The rapid, adrenaline-fueled environment required quick reflexes and sharp decision-making at all times. The close proximity of opponents resulted in swift, high-stakes confrontations, making Sanhok a true test of survival instincts and swift tactical responses.

In the captivating finals, teams acquired points for their performance in each match, including eliminations and placements. The point system fuelled the participants' incentive and raised competition, making every action count and encouraging teams to strategize carefully and compete for every advantage.

Scoring and Results:

The point system assessed teams based on their performance in all three matches. The top three teams emerged victorious gaining a prize pool of 10,000 Rupees cash prize, demonstrating exceptional teamwork, strategy, and gameplay,

G-Rex Esports - Champion
Team Titans - First Runner-up
Team Noob - Second Runner-up

Conclusion

The "BGMITians" ultimate tournament was a tremendous success, which brought out every player's talent and strategic capabilities, making the event engaging and memorable. This gaming extravaganza's resounding achievement is a testament to the participants' and volunteers unwavering passion. The intense gameplay and thrilling moments created an unforgettable experience, leaving a lasting impression on the participants.

Our greatest appreciation goes to the mentorship of Dr. Satvik Khara, Dean of Diploma Engineering, SOU; Head, Department of Computer Engineering, SOCET; IEEE Senior Member; Chairperson, SIGHT, IEEE Gujarat Section; Secretary, Computer Society, IEEE Gujarat Section, and Founding Member, Silver Oak University IEEE Student Branch. His invaluable guidance and support were instrumental in leading the Student Branch towards achieving excellence.

Some glimpses of the event:



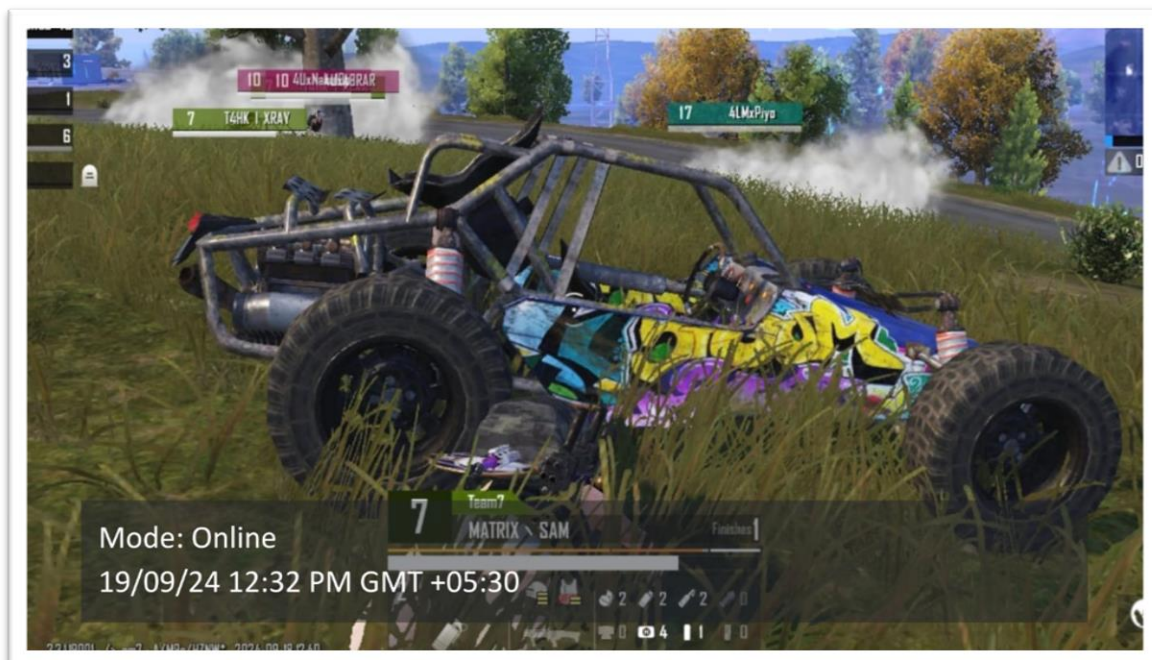
Starting the tournament by dropping into the battlefield

Team Name	Round 1	Round 2	Round 3	Total
G-rex Esports	3	21	14	38
Team Titans	29	1	4	34
Team Noob	3	10	20	33
BLACKMOON	8	11	11	30
Vampire eSports	7	14	7	28
WhiteBeards	15	3	4	22
4Gujjumen	7	2	10	19
TEAM ROWDY	8	4	4	16
Sky9	7	7	1	15
4U	0	11	0	11
INFINITY STONERS	0	2	9	11
HE FOUR HEAVENLY KINGS	2	4	3	9
TEAMLASSI	1	3	4	8
SunremeFsports	1	2	3	6

Top teams from Day 1



The last teams battling out for the winning position



The final showdown between the remaining teams