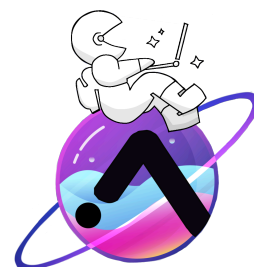
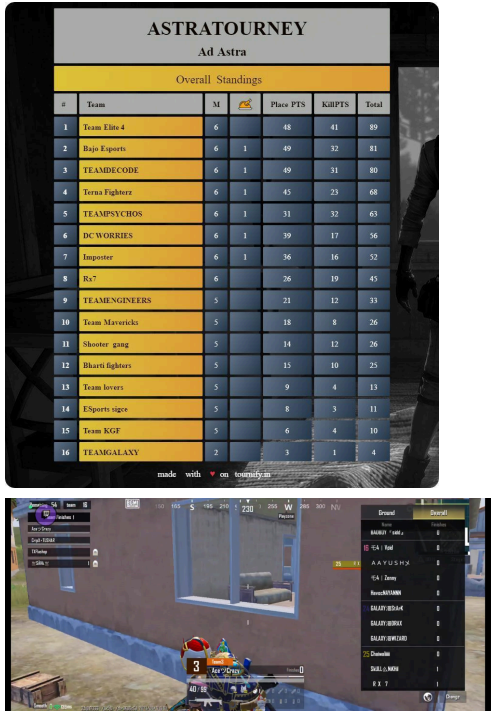




JNIESTRT'S
SMT. INDIRA GANDHI COLLEGE OF ENGINEERING
 GHANSOLI, NAVI MUMBAI – 400 701
Accredited "A" Grade by NAAC
(Approved by AICTE New Delhi & Govt. of Maharashtra, Affiliated to University of Mumbai)
 Academic Year 2023-24
Department of CSE (AIML & IoT)



Activity Title	Astra Tourney - BGMI tournament
Date	17th - 18th June, 2023
Mode	Online
Venue	Flexible according to the participant.
Event Organized by	Ad Astra Club
Led by	<ol style="list-style-type: none"> 1. Aditya Waingankar 2. Dhananjay Chaudhari
Volunteers	Core Members of Ad Astra
Attended By	Students of Smt. Indira Gandhi College of Engineering
Participants	60+
Objectives:	<ol style="list-style-type: none"> 1. To generate curiosity in the game development aspect as well as team work. 2. To have an ethical competitive environment. 3. To connect with new students of similar interest and play among them.
Rules:	<ol style="list-style-type: none"> 1. All the participants are required to download the BGMI game. 2. An intercollegiate event for college students. 3. There will be a game of maximum 30 mins where a player has to survive till the end. 4. Four such games will be played and one winning team will be declared.
Winners:	<ul style="list-style-type: none"> ● TEAM ELITE 4: ● Nayan waghchoure ● Aryan Dhatavkar ● Aayush Dhatavkar ● Jay Visave
Prizes:	Cash prize of Rupees 800 and winning trophy
Summary:	The event was conducted through online mode as it was an android online game. Many students participated in it and enjoyed the game. Students were able to talk with each other through a discord server and they liked such a gaming event.

<p>Photos:</p>	 <p>The top image shows the 'ASTRATOURNEY Ad Astra' overall standings table. The table lists 16 teams with their respective matches, placements, and points. Team Elite 4 is the top performer with 89 total points.</p> <table border="1"> <thead> <tr> <th>#</th> <th>Team</th> <th>M</th> <th>Place</th> <th>PTS</th> <th>KIBPTS</th> <th>Total</th> </tr> </thead> <tbody> <tr><td>1</td><td>Team Elite 4</td><td>6</td><td></td><td>48</td><td>41</td><td>89</td></tr> <tr><td>2</td><td>Bajo Experts</td><td>6</td><td>1</td><td>49</td><td>32</td><td>81</td></tr> <tr><td>3</td><td>TEAMDECODE</td><td>6</td><td>1</td><td>49</td><td>31</td><td>80</td></tr> <tr><td>4</td><td>Torna Fighters</td><td>6</td><td>1</td><td>45</td><td>23</td><td>68</td></tr> <tr><td>5</td><td>TEAMPSYCHOS</td><td>6</td><td>1</td><td>31</td><td>32</td><td>63</td></tr> <tr><td>6</td><td>DC WORRIES</td><td>6</td><td>1</td><td>39</td><td>17</td><td>56</td></tr> <tr><td>7</td><td>Imposter</td><td>6</td><td>1</td><td>36</td><td>16</td><td>52</td></tr> <tr><td>8</td><td>Rz7</td><td>6</td><td></td><td>26</td><td>19</td><td>45</td></tr> <tr><td>9</td><td>TEAMENGINEERS</td><td>5</td><td></td><td>21</td><td>12</td><td>33</td></tr> <tr><td>10</td><td>Team Mavericks</td><td>5</td><td></td><td>18</td><td>8</td><td>26</td></tr> <tr><td>11</td><td>Shooter gang</td><td>5</td><td></td><td>14</td><td>12</td><td>26</td></tr> <tr><td>12</td><td>Blarti fighters</td><td>5</td><td></td><td>15</td><td>10</td><td>25</td></tr> <tr><td>13</td><td>Team lovers</td><td>5</td><td></td><td>9</td><td>4</td><td>13</td></tr> <tr><td>14</td><td>ElSports siges</td><td>5</td><td></td><td>8</td><td>3</td><td>11</td></tr> <tr><td>15</td><td>Team KGF</td><td>5</td><td></td><td>6</td><td>4</td><td>10</td></tr> <tr><td>16</td><td>TEAMGALAXY</td><td>2</td><td></td><td>3</td><td>1</td><td>4</td></tr> </tbody> </table> <p>The bottom image shows a first-person view from the game 'Ad Astra' with a scoreboard overlay on the right side of the screen.</p>	#	Team	M	Place	PTS	KIBPTS	Total	1	Team Elite 4	6		48	41	89	2	Bajo Experts	6	1	49	32	81	3	TEAMDECODE	6	1	49	31	80	4	Torna Fighters	6	1	45	23	68	5	TEAMPSYCHOS	6	1	31	32	63	6	DC WORRIES	6	1	39	17	56	7	Imposter	6	1	36	16	52	8	Rz7	6		26	19	45	9	TEAMENGINEERS	5		21	12	33	10	Team Mavericks	5		18	8	26	11	Shooter gang	5		14	12	26	12	Blarti fighters	5		15	10	25	13	Team lovers	5		9	4	13	14	ElSports siges	5		8	3	11	15	Team KGF	5		6	4	10	16	TEAMGALAXY	2		3	1	4
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<p>Feedback</p>	<p>Students enjoyed the time and were able to relax a bit as it was during the weekend. They are hoping to see more such events in the future.</p>																																																																																																																							

Activities Outcomes	Department Program Outcomes
1. To generate curiosity in the game development aspect as well as team work.	PO9, PO10, PO4
2. To have an ethical competitive environment.	PO8
3. To connect with new students of similar interest and play among them.	PO10, PO9

Aditya Waingankar
(Lead, Ad Astra)

Prof. Sarita K.
(Teacher In charge)

Prof. Sonali D.
Head of Department

Hon. Sunil Chavan
Principal