Purpose: Obtain leadership and organizational skills in a project based setting through gaming

Expectations:

- Determine roles of the team
- Determine a date in July
- Figure out a game that everyone agrees on, and make sure it is "tournament approved"
    - Here are some things a game must include for it to be "tournament approved": A fun multiplayer mode, with scores ("kills" and "deaths" are acceptable).
        - Preferably a 4 player multiplayer, 2 & 3 player is okay only if you have about 5-6 people, any more and you want 4 player.
        - It must have excitement and have a theme or subject everyone understands.
        - The matches, races, songs, games, or whatever you play in the game must not drag on forever! People lose interest after a while.
- Some examples of "tournament approved" games: Guitar Hero (the oldest one you should use can only be Guitar Hero 3: Legends of Rock), Call of Duty (Modern Warfare, World at War, or Modern Warfare 2), Rock Band, Mario Kart (no older than the GameCube version), FIFA, Halo and Formula One
  (The game chosen should be Pg 13)
- Organize the tournament, whether you randomize or strategize the matches, get it all together.
- Determine rules
- Determine a communication tool that can be used for signed up participants leading up to the tournament and a communication tool that can be used for communication during the tournament.
- Manage your tournament. Use your own website or use Google Sheets as your preferred platform.
- Determine the Prize

If you would like to sign up click here for the Gaming Tournament Committee application form.