

Calendar

Week 1 (Dec 5th – Dec 12th)

- The first initial meetup to discuss the project with everyone. Begin discussing the tournament structure, the games to be played at the event & introducing marketing team.

Week 2 (Dec 12th – Dec 18th)

- Second meetup; Finalizing dates for the pre-limbs to take. Setting a deadline for qualifiers. Determine if pre-limbs should be done during club hours only or outside of them as well.

Week 3 (Dec 18th – Dec 23rd)

- Third meetup; Adding important dates to mock calendar, start discussing advertising posters and list of potential sponsors, being creating list for system requirements needed to make the show run.

Week 4 (Jan 23rd – Jan 30th)

- Fourth meetup; Start finalizing equipment list and dates that the equipment is needed, finish mock calendar, finalize rule of thirds for video content and pre-system layouts from all depts draft is due next meeting.

Week 5A (Jan 30th – Feb 6th)

- Fifth meetup; Discuss and finish up a finalized system diagram and equipment list. (drafts)

Week 5B (Feb 4th – Feb 6th)

- Sixth meetup; Finalize the system diagram for the prelims, finalize shot list for prelims & finalize equipment list for prelims.

Week 6 (Feb 6th – Feb 13th)

- Discussion meeting between sound, lighting & video departments regarding where the equipment will be placed within the venue.

February 14th

- Testing basic video livestream system for preliminary tournament. Basically, get an idea for what settings will be used for stream encoding and where to place equipment.

February 20th

- Final test for video livestream system before preliminary tournament begins.

February 21st

- First day of tournament Prelims begins; livestreaming for Tekken 7 tournament.

February 27th

- Meeting between culmination students and video system technical advisor to discuss final ideas to prepare for live tournament in May 2020.

February 28th

- Second day of tournament Prelims begins; livestreaming for Dragonball FighterZ tournament.

March 3rd

- Finalized equipment list for all departments must be submitted for evaluation by faculty.

March 6th

- Final day of tournament Prelims begins; livestreaming for Super Smash Bros Ultimate tournament.

March 10th

- Finalized system diagrams for all departments must be submitted for evaluation by faculty.

March 11th

- Meeting with video system technical advisor to discuss any required or missing video content that will be needed for the final tournament that will be held in May.

March 26th

- Cuing meeting

April 2nd

- Load in

April 9th

- Computer testing

April 21st

- Video content will be finalized.

April 28th – May 1st

- Final testing for all departments for tournament in May begins.

May 4th

- Rehearsal meeting

May 8th

- Day of the Tournament!

May 11th

- Postmortem