

## Week 3: FPS Camp (Ages 12 and Up)

**Focus:** Mastering FPS games (Overwatch, Halo, Valorant, Apex Legends, and more) with emphasis on aim, map awareness, team communication, and advanced strategies.

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### Day 1: Foundations of FPS

**9:00 AM - 9:30 AM:** Camper Check-In & Orientation

- Welcome, and overview of the week.
- Icebreaker: "Favorite FPS Role or Moment" to build camaraderie.

**9:30 AM - 11:00 AM:** FPS Fundamentals Workshop

- Skill-building drills across all games:
  - **Aim Mechanics:** Tracking, flick shots, and precision exercises.
  - **Movement Skills:** Strafing, peeking, and jump control.
  - **Awareness:** Sightlines, map control, and positioning strategies.

**11:00 AM - 12:00 PM:** Workshop: "Team Communication in FPS Games"

- Emphasizing clear callouts, coordination, and leadership.
- Practice with mock scenarios requiring concise communication.

**12:00 PM - 1:00 PM:** Lunch Break

**1:00 PM - 2:30 PM:** Guided Gameplay by Title

- **Overwatch:** Role-specific mechanics (Tank, DPS, Support).
- **Valorant:** Early-round utility and site pushes.
- **Apex Legends:** Rotational awareness and ability combos.
- **Halo:** Shield management and power weapon strategies.

**2:30 PM - 3:00 PM:** Wrap-Up & Goal Setting

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### Day 2: Tactical Play and Team Dynamics

**9:00 AM - 9:15 AM:** Warm-Up Drills

- Quick aim and movement exercises for all titles.

**9:15 AM - 11:00 AM:** Tactical Play Workshop

*Disclaimer: Games can change based on popularity and the Assistant Director's discretion*

- Title-Specific Strategies:
  - **Overwatch:** Coordinating ultimate combos and counter-picks.
  - **Valorant:** Execute and retake drills on specific bomb sites.
  - **Apex Legends:** Team positioning during end-game circles.
  - **Halo:** Power weapon control and objective coordination in modes like Capture the Flag.

**11:00 AM - 12:00 PM: Workshop: "How to Be Recruitable"**

- Creating highlight reels showcasing skills like aim, communication, and leadership.
- Building a professional online presence (Twitch, Discord).
- Reaching out to collegiate programs effectively.

**12:00 PM - 1:00 PM: Lunch Break**

**1:00 PM - 2:30 PM: Scrimmages and Role Practice**

- Small-team games with real-time coaching:
  - Halo: 4v4 matches in Oddball or King of the Hill modes.
  - Overwatch, Valorant, and Apex Legends: Focus on applying team tactics.

**2:30 PM - 3:00 PM: Feedback & Tactical Takeaways**

**Day 3: Advanced Techniques and Competitive Play**

**9:00 AM - 9:15 AM: Warm-Up Session**

**9:15 AM - 11:00 AM: Advanced Mechanics Workshop**

- Title-Specific Focus:
  - **Overwatch:** Role mastery (DPS aim training, Support positioning).
  - **Valorant:** Advanced utility setups (smokes, flashes).
  - **Apex Legends:** Clutch scenarios and ability timing.
  - **Halo:** Managing shield breaks and controlling key areas of maps.

**11:00 AM - 12:00 PM: Workshop: "Staying Calm Under Pressure"**

- Techniques to manage high-stakes situations and avoid tilt.
- Simulated pressure drills in scrimmage formats.

**12:00 PM - 1:00 PM: Lunch Break**

**1:00 PM - 2:30 PM: Competitive Scrimmages**

- Team-based matches with a focus on synergy and strategy:

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- Halo: Emphasize objective control and power-ups.
- Overwatch and Valorant: Role synchronization during pushes and defenses.
- Apex Legends: High-damage team fights and rotations.

**2:30 PM - 3:00 PM:** Wrap-Up & Progress Discussion

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#### **Day 4: Showcase and Celebration**

**9:00 AM - 9:15 AM:** Warm-Up and Final Prep

**9:15 AM - 11:00 AM:** Tournament Preparation

- Teams finalize strategies for the showcase.
- Halo: Practice power weapon spawns and map control for team objectives.

**11:00 AM - 12:00 PM:** Camper Choice Gameplay

- Campers pick their favorite FPS title to refine skills or enjoy custom challenges.

**12:00 PM - 1:00 PM:** Lunch Break

**1:00 PM - 2:30 PM:** Showcase Tournament

- Teams compete in matches across Halo, Overwatch, Valorant, and Apex Legends.
- Awards for Best Team Player, Best Communicator, and MVP for each game.

**2:30 PM - 3:00 PM:** Closing Ceremony

- Recognition of achievements and distribution of certificates.

**Adjust the tournament to fit smaller team sizes.**

**Examples:**

- **Overwatch:** 3v3 or 4v4 elimination matches (instead of 6v6).
- **Valorant:** 2v2 or 3v3 spike-plant games on specific bomb sites.
- **Apex Legends:** Trios mini-tournaments in private matches or public lobbies.
- **Halo:** Create 2v2 and 3v3 formats (instead of 4v4)

***We can choose which game campers would enjoy and learn the most from for the tournament.***