

1v1 Ladder-Bot

This will be a separate bot than the one currently in development for other ECC projects. If it makes sense, they can be merged at any point in the future, but it would be a good idea to combine to different development versions for unrelated topics into one bot. The commands of the bot will be accessed via the .1v1-prefix.

Features

The following functionality should be implemented.

Sign-up command

With this command, a player gets added to the database for the currently active ladder and receives a Discord role that is required to challenge other players and report game results. If some sort of seeding is required, players could be required to add their 1s MMR or RLTracker link to the command. However, currently it's planned to just add new players to the bottom of the ladder.

Example: .1v1signup

Challenge command

This command can only be used by players with the ladder role which is assigned upon signup. Players must @ the person they want to challenge in the command. The bot then checks, if the player is permitted to challenge the player and that the player can be challenged and cancels the challenge if not. Reasons for this could be:

- Player already challenged someone
- Player is still on cooldown after their last game
- Challenged player is already challenging or being challenged by someone else
- Challenged player is not at a rank and tier that can be challenged by the player

If the challenge is invalid, the user is informed about the reason by the bot. Otherwise the challenge is added to the database.

Example: .1v1challenge @MachtFISCH

Cancelling and denying challenges

Sometimes a player can't accept a challenge or wishes to cancel one they sent themselves. This command can be used to do that. The number of denied and cancelled challenges is counted. If it passes a certain threshold the player is kicked from the ladder automatically. Admins can provide an @ to the command to cancel a challenge as well. If a challenge gets cancelled by both participants, it gets deleted from the database entirely and is not counted towards the number of cancellations.

Example: .1v1cancel

Reporting game results

After the game of a challenge is played, the result must be reported using this command. It adds the results to the challenge in the database and updates both players' ranking and tier depending on the result. Then it updates the current standings message. Admins can report game results as well by adding the @ of the player to report it for at the end. For instance, the following example would report that MachtFISCH won his current challenge. If he were to report the game himself, he would leave the @ away.

Example: .1v1report W @MachtFISCH

Clean-up command

It is not reasonable to implement a system that checks periodically if challenges were played out in due time. Instead, an admin should regularly call the clean-up command which then automatically checks all outstanding challenges and reports those which haven't been played within the given time limit as cancelled.

Example: `.1v1clear`

Kick command

For various reasons it might be necessary to kick a player from the ladder. In that case an admin uses this command to remove the player, update the ladder ranking and resets the players record to zero.

Example: `.1v1kick @MachtFISCH`

Timeout command

Sometimes players can't participate in the ladder for a certain amount of time. In that case, they can request an admin to time them out for a certain time. This means that they can neither challenge nor be challenged. Admins should make sure players aren't timed out for too long and consider kicking players from the ladder who overuse this feature.

Example: `.1v1timeout @MachtFISCH 7d`

Configuration

Admins might want to tweak certain settings without having to rewrite the bot. Via a command, some basic settings can be provided. The following configuration options are planned:

Name	Description
Ranking channel	Sets the channel to which the bot posts the ladder ranking
General channel	Sets the channel in which players can sign-up, challenge others, ...
Ladder role	Sets the role assigned to participants of the ladder
Admin role	Sets the role required to run ladder admin commands
Challenge timeout	Sets the time in days after which a challenge is automatically cancelled
Ladder name	Sets the name of currently active ladder. By providing a new name, a new, separate ladder is created and initialized from scratch (Useful to e.g. start a new season for the ladder without deleting all previous records)
Allowed cancellations	The number of times a player can cancel or deny a challenge before they automatically get kicked from the ladder

Examples:

`.1v1config general_channel #1v1-ladder`

`.1v1config ladder_name "Season 1"`

`.1v1config admin_role @Helper`

Ladder ranking

After every reported match result, the ranking of the players in the ladder is updated according to the result. Afterwards, the ladder is converted to a text message. The bot keeps track of the message ID and replaces its contents with the new ranking message using the edit function. If no message exists yet, it creates a new one and saves the ID.