



## HT Tournaments Feature List

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# Topic Creation

- **Tournament Name Text Field**
- Tournament Type Text Field (see Tournament Types)
- **Tournament Date**
- **Tournament Time**
- **Tournament Level**

## ROOKIE LEVEL (1-20)

- Iron Level
  - Entry Fee - FREE
  - 1<sup>st</sup> - 15 Points
  - 2<sup>nd</sup> - 13 Points
  - 3<sup>rd</sup> - 10 Points
  - Participation - 5
- Bronze Level
  - Entry Fee - 25 Points
  - 1<sup>st</sup> - 65 Points
  - 2<sup>nd</sup> - 60 Points
  - 3<sup>rd</sup> - 55 Points
  - Participation - 50 Points

## PROFESSIONAL LEVEL (10-50)

- Silver Level
  - Entry Fee - 60 Points
  - 1<sup>st</sup> - 175 Points
  - 2<sup>nd</sup> - 160 Points
  - 3<sup>rd</sup> - 145 Points
  - Participation - 125
- Gold Level
  - Entry Fee - 100 Points
  - 1<sup>st</sup> - 250 Points
  - 2<sup>nd</sup> - 240 Points
  - 3<sup>rd</sup> - 220 Points
  - Participation - 180 Points

*ELITE LEVEL* (20-50)

- Platinum Level
  - Entry Fee – 200 Points
  - 1<sup>st</sup> – 450 Points
  - 2<sup>nd</sup> – 425 Points
  - 3<sup>rd</sup> – 380 Points
  - Participation – 300

*HARDCORE LEVEL* (30-50)

- Emerald Level
  - Entry Fee – 300 Points
  - 1<sup>st</sup> – 600 Points
  - 2<sup>nd</sup> – 575 Points
  - 3<sup>rd</sup> – 520 Points
  - Participation – 200 Points
- Diamond Level
  - Entry Fee – 350 Points
  - 1<sup>st</sup> Place – 800 Points
  - 2<sup>nd</sup> Place – 700 Points Points
  - 3<sup>rd</sup> Place – 600 Points
  - Participation – 100 Points

*OFFICIAL LEVEL (Only staff can create these tournaments)* (1-50)

- Sapphire Level --x10 EXP-- (Designated to Official Tournaments, only.)
  - Entry Fee – FREE
  - 1<sup>st</sup> – 1500 Points
  - 2<sup>nd</sup> – 1000 Points
  - 3<sup>rd</sup> – 750 Points
  - Participation – 200 Points

- Map Text Fields (v1.0)
- --Add More Tracks-- Option
- Select Track from Map Database Option (Future version. Will detail later)
- Number of participants min/max
- Teams toggle

- Min/max racers per team
- Allow participants to create teams toggle
- Affect HT Skill toggle
- HT Skill range (1-50 slider)
- Betting toggle
- Betting min/max bid
- Host Participation toggle
- Tournament Description
- Tournament Banner (optional)

Tournament Rules

Default Rules (cannot override)

Add more rules

# Tournament Signup

- Countdown timer (D : H : M : S)
- Signup button
- Signup as Free Agent or to a team, if team tournament
- Mandatory T&C acceptance
- If fee required, automatically charge member the entry fee  
*If a team tournament:*
- Create a team button
- Name team text field
- Make team private/invite only
- Place bet (member does not need to sign up to place a bet)
- Place bet on team, if applicable
- Un-signup button
- Refund tournament fee
- Notifications when successfully signed up for tournament
- Notify when racer joins team
- Notify when racer leaves team
- Notify 24 hours before tournament
- Notify 1 hour before tournament
- Notify when results posted
- Notify when bet placed on signee
- Notify when tournament topic is edited

# Tournament Management

- Ability to change any tournament information in the Topic Creation category, except for the tournament level, betting, and options involving HT Skill
- Remove participants (strict rules will be set on when removing racers is allowed)
- Remove teams (same as Remove Participants)
- Delegate racers to team (rules, again)
- Cancel tournament
- Cancel tournament fee equivalent to entry fee of tournament

# Tournament Results

- Did not start tournament option; bypasses all required information
- Auto generate member names that participated in tournament and tracks raced
- Add Participant option
- Add/remove tracks
- Category for Standings, DNS, DNSo, and DNF
- Drag and drop participants into their appropriate finishing order per track
- Calculate positioning automatically based off of points system used and/or tournament type
- Calculate team points, if team tournament
- Notify tournament host that results are successfully posted
- Notify participants of posted results
- Participant-only optional host rating (1-10)
- Distribute EXP (See Experience Points on p.X)
- Calculate HT Skill, if applicable

# HT Skill and Experience

- HT Skill should be momentum-based, but not too quick.
- Experience Distribution based on Tournament Level Category

## ROOKIE LEVEL TOURNAMENTS

- 1<sup>st</sup> Place – 2 EXP
- 2<sup>nd</sup> Place – 1 EXP
- 3<sup>rd</sup> Place – 1 EXP
- Participation – 1 EXP

## PROFESSIONAL LEVEL TOURNAMENTS

- 1<sup>st</sup> Place – 3 EXP
- 2<sup>nd</sup> Place – 2 EXP
- 3<sup>rd</sup> Place – 1 EXP
- Participation – 1 EXP

## ELITE LEVEL TOURNAMENTS

- 1<sup>st</sup> Place – 4 EXP
- 2<sup>nd</sup> Place – 3 EXP
- 3<sup>rd</sup> Place – 2 EXP
- Participation – 1 EXP

## HARDCORE LEVEL TOURNAMENTS

- 1<sup>st</sup> Place – 5 EXP
- 2<sup>nd</sup> Place – 3 EXP
- 3<sup>rd</sup> Place – 2 EXP
- Participation – 1 EXP

## OFFICIAL LEVEL TOURNAMENTS

- 1<sup>st</sup> Place – 50 EXP
- 2<sup>nd</sup> Place – 30 EXP
- 3<sup>rd</sup> Place – 20 EXP
- Participation – 10 EXP

# HT Tournaments Home Page

- Welcome message on first load
- 2 Week Calendar
- 5 Latest Tournaments
- 5 Latest Completed Tournaments
- Tournaments Starting Today
- **Submit a Tournament Button**
- **Open Tournaments Link**
- **Tournament Results Link**
- Official Tournaments Link
- If Official Tournament is posted and open, display special banner at top of Tourney Home Page
- Upcoming Tournaments Hosting
- Upcoming Tournaments Attending
- **Leaderboards (Top 20)**
  - Position
  - Rank
  - Member Name
  - Current HT Skill
  - Highest HT Skill
  - Total Experience
  - Tournaments Won
  - **– View Full Leaderboard –**
    - Display every member on leaderboard
    - Find Me Button
    - Find Rival Button
    - Display Rival Icon next to Rival
  - Find Member Search (go to statistics page)



# Tournament Statistics

- Member Spartan Image
- Member Name
- Member Motto
- Global Position
- Net Worth
- Rank Image
- Rank Name
- HT Skill
- Highest HT Skill
- Average Place
- Tournament Wins
- Win Percentage
- Squad Win Percentage
- Times Placed
- Place Percentage
- Best Win Streak
- Best Place Streak
- **Rival** (based off of who racer finishes next to the most)
  - Rival Name
  - Rival Spartan Image
  - Rival Rank
  - Rival HT Skill
  - Winning or losing rivalry
  - Times placed near
  - Times beaten by
  - Times beat
- **Hosting**
  - Host Rating
  - Tournaments Hosted
  - Average Racers/Tournament
  - Highest Rating
  - Total Racers
  - Times Rated

- Lowest Rating
- Ratings percentage pie chart
  - Display times rated above 7
  - Display times rated below 7
- **Time Spent Racing**
  - Estimated Time Spent Racing
  - Doughnut chart
    - Outer circle
      - Time Ranked
      - Time Unranked
    - Inner circle
      - Time Squad
      - Time Global
- **Race Performance**
  - Line Graph (display 16 total positions; plot placement for past 10 tournaments)
  - When point is clicked, Display...
    - Tournament Name
    - Host
    - Date
    - Tournament Type
    - Tournament Level
    - Est Duration
    - Number of tracks raced
    - Number of racers that finished
    - 1<sup>st</sup> Place
    - 2<sup>nd</sup> Place
    - 3<sup>rd</sup> Place
    - Place of racer
    - Rival Place
    - HT Skill Before
    - HT Skill After
    - EXP Gained
    - HT Points Gained/Lost
- **Betting**
  - Bets You Have Placed
    - Points Won

- Times Placed Bet
- Highest Payout
- Lowest Payout
- Average Payout
- Racer Bet on Most
- Lucky Racer
- Bets Made on You
- Bets Placed on You
- Number of Bets Placed on You
- Highest Payout
- Lowest Payout
- Average Payout
- Total Payout
- Average Ratio
- Highest Ratio
- Lowest Ratio
- Luck Index (1-5 (1 is lucky/good bet))

# Tournament Types

- Standard Bracket
  - Traditional bracket. Single elimination. Can seed at random or based on Global Leaderboard position.
- Double Elimination Bracket
  - Traditional double elimination bracket.
- Classic Tournament
  - Original tournament format. Points cascade down.
- Elimination Tournament
  - Single elimination tournament. One loss and you are eliminated.
- Double Elimination Tournament
  - Standard Dbl Elimination Rules. Two losses and you are out.
- Team Tournament
  - Classic tournament rules apply. No limit on team size.
- Battle Tracks Tournament
  - Up to eight teams of 2, with the goal to kill the enemy before the enemy kills you.
- Demo Tournament
  - One racer and a team of blockers square off against another team of the same setup.
- Qualification Tournament
  - Racers need to meet qualification requirements before they can race to get points.
- Squad Tournaments (only available to leaders of that squad)
  - Note: Squads will need a lot of customization to function properly. Many will also need custom leaderboards that calculate winners differently than the standard Global Leaderboard, as well as displaying squad-specific stats.

# Rank Structure

RANK #	RANK NAME	EXP	HTS	MAINTAIN HT SKILL	MAINTAIN WIN %
1.1	<i>Rookie</i>	1	N/A	N/A	N/A
2.1	<i>Tested</i>	2	N/A	N/A	N/A
2.2	<i>Tested 2nd Gear</i>	3	N/A	N/A	N/A
3.1	<i>Novice</i>	5	N/A	N/A	N/A
3.2	<i>Novice 2nd Gear</i>	7	N/A	N/A	N/A
4.1	<i>Amateur</i>	10	N/A	N/A	N/A
4.2	<i>Amateur 2nd Gear</i>	15	N/A	N/A	N/A
5.1	<i>Contender</i>	20	N/A	N/A	N/A
5.2	<i>Contender 2nd Gear</i>	30	N/A	N/A	N/A
5.3	<i>Contender 3rd Gear</i>	40	N/A	N/A	N/A
6.1	<i>Prospect</i>	50	N/A	N/A	N/A
6.2	<i>Prospect 2nd Gear</i>	60	N/A	N/A	N/A
6.3	<i>Prospect 3rd Gear</i>	150	N/A	N/A	N/A
6.4	<i>Top Prospect</i>	300	N/A	N/A	N/A
7.1	<i>Professional</i>	70	<b>20</b>	N/A	N/A
7.2	<i>Professional 2nd Gear</i>	85	<b>20</b>	N/A	N/A
7.3	<i>Professional 3rd Gear</i>	200	<b>20</b>	N/A	N/A
7.4	<i>Seasoned</i>	400	<b>20</b>	N/A	N/A
8.1	<i>Veteran</i>	100	<b>25</b>	N/A	N/A
8.2	<i>Veteran 2nd Gear</i>	150	<b>25</b>	N/A	N/A
8.3	<i>Veteran 3rd Gear</i>	300	<b>25</b>	N/A	N/A
8.4	<i>Hardened</i>	600	<b>25</b>	N/A	N/A
9.1	<i>Elite</i>	200	<b>30</b>	N/A	N/A
9.2	<i>Elite 2nd Gear</i>	300	<b>30</b>	N/A	N/A
9.3	<i>Elite 3rd Gear</i>	600	<b>30</b>	N/A	N/A
9.4	<i>Noble</i>	1200	<b>30</b>	N/A	N/A
10.1	<i>Unbreakable</i>	300	<b>35</b>	N/A	N/A
10.2	<i>Unbreakable 2nd Gear</i>	450	<b>35</b>	N/A	N/A
10.3	<i>Unbreakable 3rd Gear</i>	900	<b>35</b>	N/A	N/A
10.4	<i>Unyielding</i>	1800	<b>35</b>	N/A	N/A
11.1	<i>Legendary</i>	400	<b>40</b>	N/A	N/A
11.2	<i>Legendary 2nd Gear</i>	600	<b>40</b>	N/A	N/A
11.3	<i>Legendary 3rd Gear</i>	1200	<b>40</b>	N/A	N/A
11.4	<i>Unwavering</i>	2400	<b>40</b>	N/A	N/A
12.1	<i>Immovable</i>	500	<b>45</b>	N/A	N/A
12.2	<i>Immovable 2nd Gear</i>	1000	<b>45</b>	N/A	N/A
12.3	<i>Immovable 3rd Gear</i>	2000	<b>45</b>	N/A	N/A

12.4	<i>Thundering</i>	4000	<b>45</b>	N/A	N/A
13.1	<i>Superstar</i>	600	<b>50</b>	N/A	N/A
13.2	<i>Superstar 2nd Gear</i>	1200	<b>50</b>	N/A	N/A
13.3	<i>Superstar 3rd Gear</i>	2400	<b>50</b>	N/A	N/A
13.4	<i>Lightning</i>	3500	<b>50</b>	N/A	N/A
13.5	<i>Firebolt</i>	5000	<b>50</b>	N/A	N/A

#### **HONORABLE RANKS**

14.1	<i>Honorable</i>	7000	<b>45</b>	<b>45</b>	<b>5%</b>
15.1	<i>Coveted</i>	8000	<b>45</b>	<b>45</b>	<b>10%</b>
16.1	<i>Superior</i>	10000	<b>45</b>	<b>45</b>	<b>15%</b>
17.1	<i>Immortal</i>	15000	<b>50</b>	<b>50</b>	<b>30%</b>
18.1	<i>Mythical</i>	20000	<b>50</b>	<b>50</b>	<b>50%</b>

\*HTS refers to minimum HT Skill required to attain rank.

\*Maintain HT Skill requires that HT Skill not go below the specified value.

\*Maintain Win % pertains to a minimum requirement for a sustained win percentage.

\*Honorable Ranks are only begun after a member has progressed beyond rank 13.5. These ranks, 14.1 - 15.1, can be lost if requirements are not met at any time. Racer can attain a rank he or she de-ranked from if requirements are met once again.

\*Ranks 1.1 - 13.5 **cannot** be lost.