FSM Bot User Manual

By Lethabarb.

Introduction

The Bot

The FSM bot is used as an assistant for amateur overwatch team managers. The assistant will not do everything a manager needs to do for their team but will take off some repetitive tasks from the manager.

FSM works for teams who keep track of events with a google sheet. Whether this is in the traditional table format or in a calendar format.

Throughout this manual, an example of a team called Linguini Lords will be used and in the Flying Spaghetti Monster discord.

1. Definitions

1.1 Team

A team is any group of players which share a respective main roster role and group of text/voice channels.

A team's roles include their main roster role, this is the role used to represent the official players on the team. The trial role represents potential members of the team. These two roles are used to add players to event response lists, detailed under the event definition. They are also used to at (@) the players when an event will begin in 30 minutes.
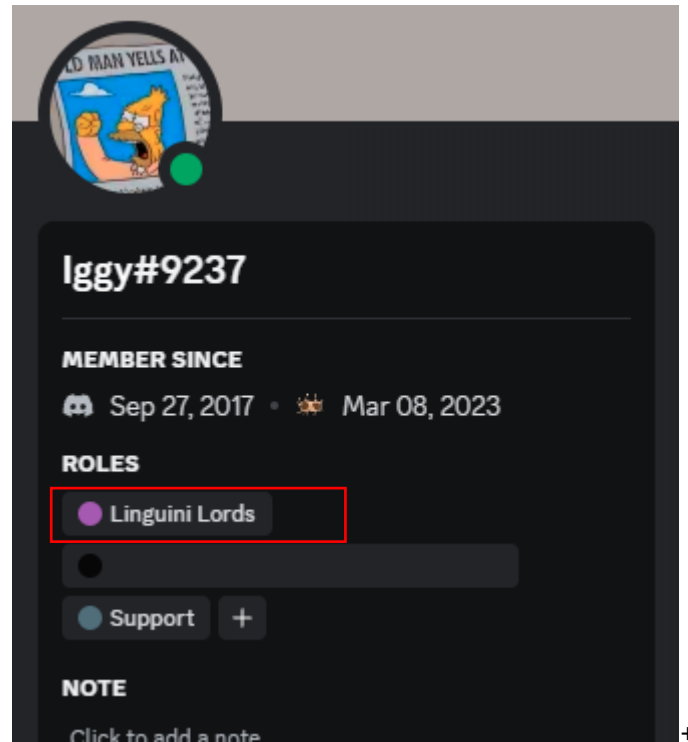

Figure 1 Player with the Linguini Lords Main Roster Role
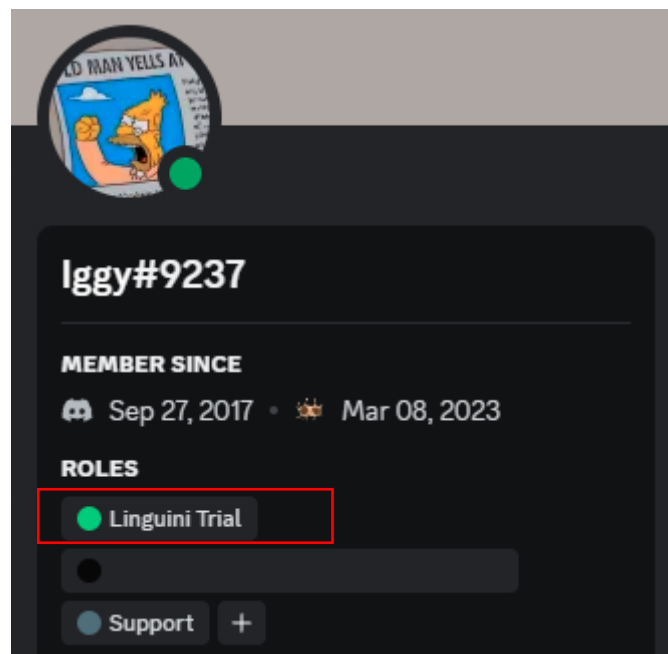

Figure 2 Player with the Linguini Lords Trial Role

Additionally, the team will have a substitute role, this is to give a player the ability to access the team's channels for a scrim. The permissions are not handled by the FSM bot and must be done by the manager / server administrator. However, FSM bot can give players the substitute role as detailed in Tasks. Note. The team's substitute role is not the same as the general substitute role and is team specific.
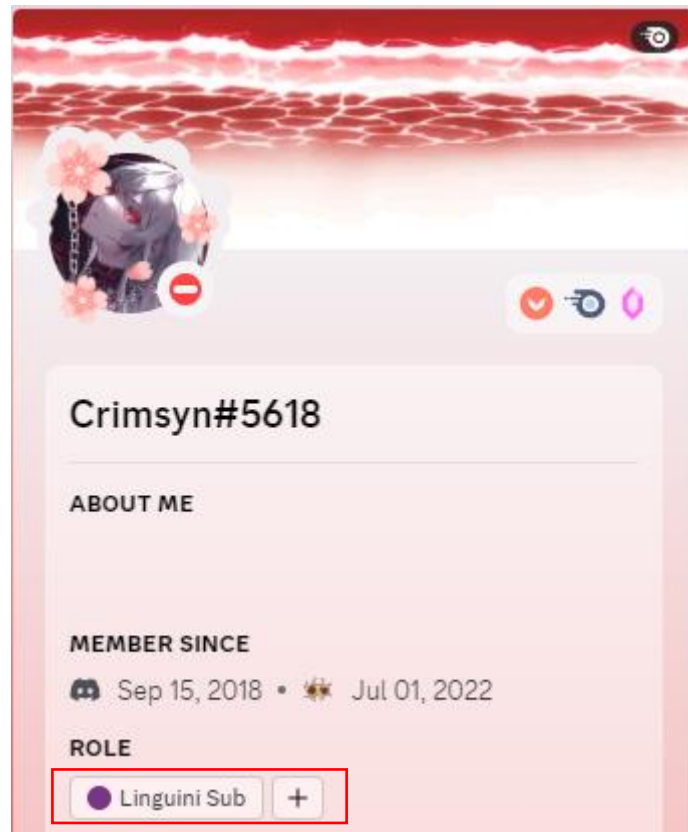
Figure 3 Player with the Linguini Lords Substitute Role

A team will also share a group of voice and text channels. These channels are used to send event, allow players to respond of events, managers to keep track of who can make events, and to remind players of an upcoming event.
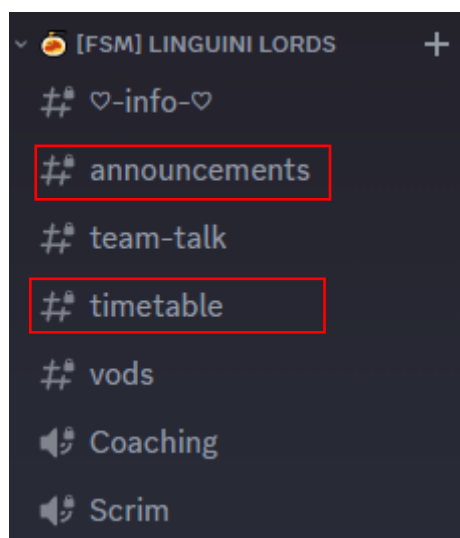

Figure 4 The channels of Linguini Lords

The Announcement channel is used to send upcoming event reminders 30 minutes before the event.

The Timetable channel is used as a place for FSM bot to send event messages. These messages include a list of the players with either the roster or trial role. Those players then can respond to the event according to their own availability and all responses are represented in a visual way. This is not a solution of collecting player availability to an event, it is still the manager's responsibility to be proactive about whether or not players can make an event.

1.2 Event

An event is anything which the team needs to turn up for at a specific time. Types of events include: Scrims, AAOL matches, Coaching sessions and Open Division matches.

Representations for these types:

Scrims	Scrim
AAOL Match	AAOL
Coaching session	Coaching
Open Division Match	Open Div

When inputting event details into your team's respective sheet and page table, the type of event must be the representative text. If the text is wrong, it will default to Scrim.
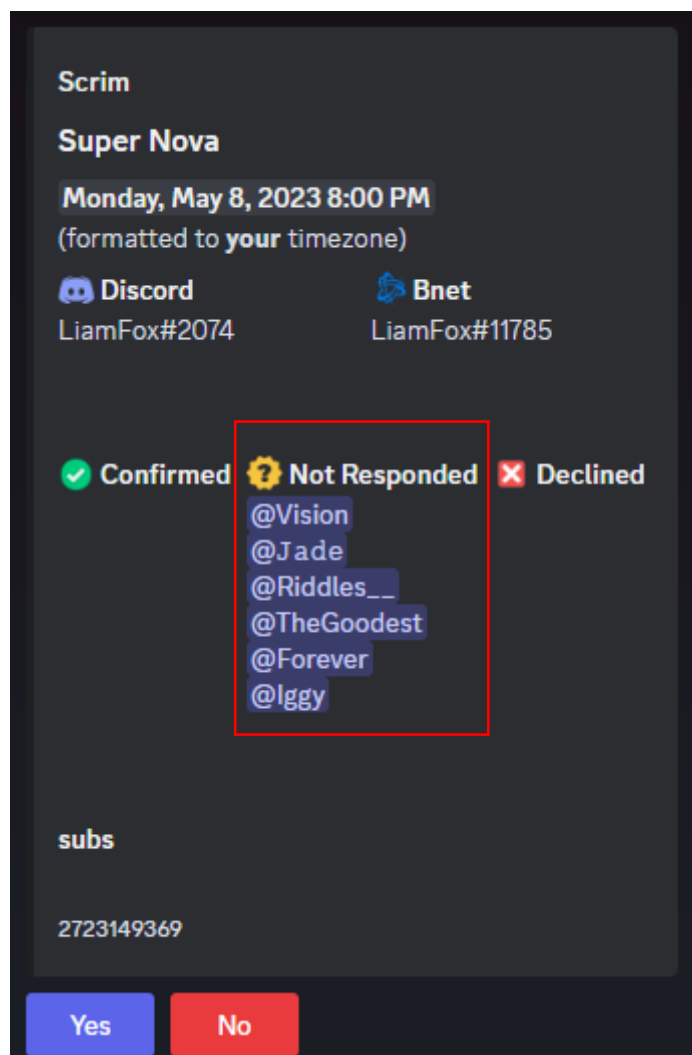
Figure 5 Example FSM bot event

Figure 6 Example event in google sheets

An event includes: The team the match is against or who is coaching, The time and date the event is, the contact details of the opposing team or the coach, response lists and substitute list.

The response list starts out with all players with the trial or roster role in the not responded list. Players then react by pressing the yes or no buttons and the respective lists will be updated.
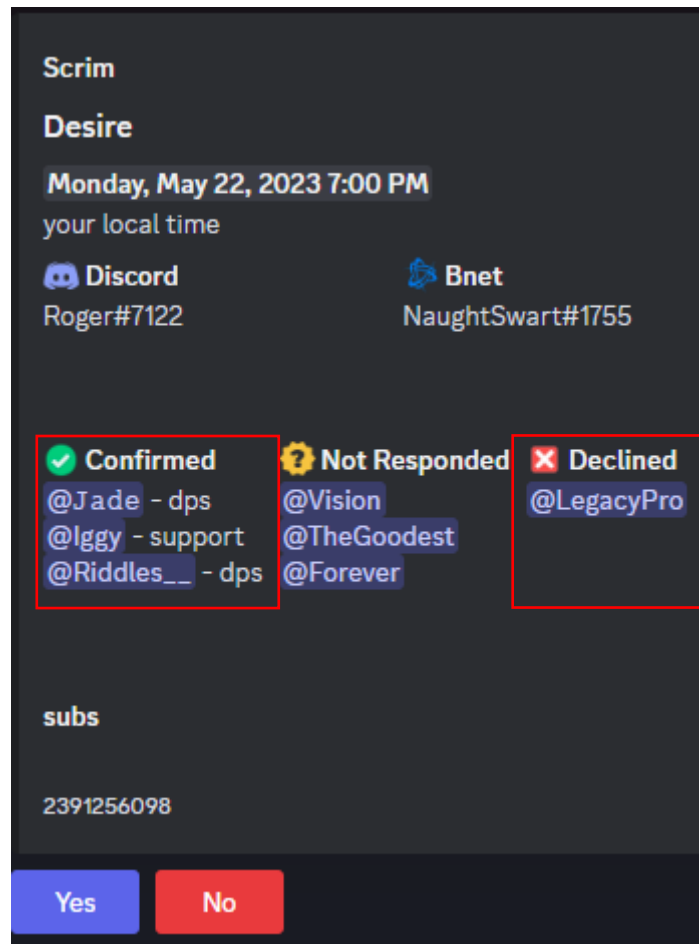
Figure 7 Example FSM bot event with responses

When declined, the FSM bot will automatically send out a substitute request to the server's substitute channel.

1.3 Server

A server is the host of a collection of teams. Elements which all the common teams use within the wider server they are situated in. `

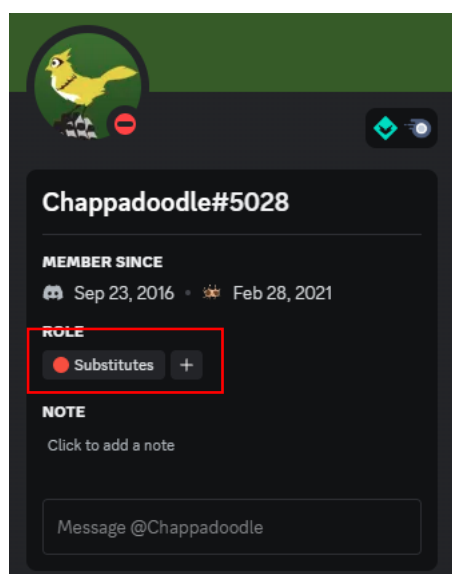The server holds the details of the general substitute role and channel.
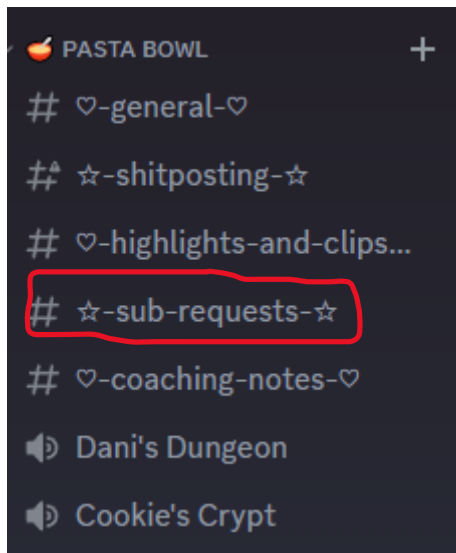

Figure 8 Player with the Server's substitute role

Figure 9 The Server's Substitute Channel

Additionally, the server keeps track of the configuration details of itself and its teams. The only element not controlled by a manager / server administrator is player roles (in terms of overwatch roles). The bot will find a role which fits their overwatch role and assign them that role inside FSM bot.
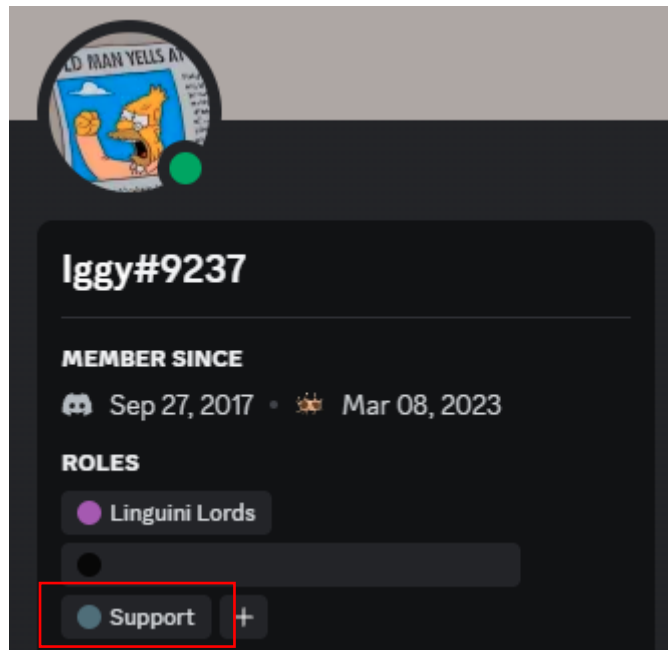
Figure 10 A support player

These roles, as seen in figure 7, are used to help the manager see who is playing what role for a scrim.

1.4 Configurations

To make FSM bot more robust, server administrators and managers can edit the values of their teams / server at any given time through the configuration messages.

Figure 11 Server configuration details

1. The sub request channel is used to send automated sub requests to. These messages include the team name, the min rank the sub must be, the role needed and when the scrim is.
2. The substitute role is only used to @ the members who wish to be @ed when one of these requests are made. It is recommended members can remove this if they would like to through a role select channel.
3. The configuration channel (this) is used to edit all the data the bot uses to operate within this server and with the teams assigned in this server. Team configuration messages are separate to the general server and have their own respective title of the team's name.
4. The has different sheets for teams field is used to indicate if different teams are on separate google sheets. This does not mean it is on a different page within a sheet, but an entirely different sheet file. For teams within the same sheet but different pages, the sheet configuration must include "<NAME>" in the page element.

5. The sheet configuration may look intimidating, but it is easy to understand with a bit of explanation. This is just JavaScript Object Notation (JSON). This is to prevent another 12 buttons on the message when all the elements are grouped. To ensure the JSON is in correct format, you can use jsonformatter.org.

The sheet ID is the big string of text within the link whenever you're in a google sheet.

Figure 12 Example google sheet URL with the ID highlighted

The sheet page is used to point the bot into the right place within a larger sheet. If there is a page for each team, such as "Bol_Event Input" and "Ling_EventInput", as explained above, the page should be <NAME>_Events. The bot will automatically swap <NAME> out for the team's abbreviated name.

Figure 13 The two team pages

As seen in figure 11, figure 14 and 15 will translate the configuration visually.

Figure 14 Example Google sheet of a team's scrims

	A	B	C	D	E	F	G
1	**May 2023**						
2	*All times will be presented in AEST*						
3	**SUNDAY**	**MONDAY**	**TUESDAY**	**WEDNESDAY**	**THURSDAY**	**FRIDAY**	**SATURDAY**
4	start	1 *date format*	2	3	4	5	6
5		*type*	SCRIM	SCRIM			
6		*name*	[ARC] Avengr	RHEA			
7		*time format*	7:30pm AEST	8pm AEST			
8						once 7 colums have been	
9						passed, step down one	
10						(step = 7)	
11	7	8	9	10	11	12	13
12			SCRIM	SCRIM			
13			Bol	RHEA	details moving DOWN		
14			7pm AEST	8pm AEST			
15							
16							
17							
18	14	15	16	17	18	19	20
19			SCRIM				
20			Desire				
21			7pm AEST				
22							
23							
24							
25	21	22	23	24	25	26	27
26			SCRIM				
27			Bol				
28			7pm AEST				
29							
30							
31							
32	28	29	30	31			
33			SCRIM				
34			Desire				
35			7pm AEST				
36							

order

Figure 15 Example of a team's google sheet in calendar format

Figure 16 Team configuration details

1. The minimum rank of the team, used to increase the chance of a substitute of appropriate rank accepting the substitute request.
2. TeamUp is an external calendar system where people can subsribe to the event's of a sub-calendar. In this case, this ID just points the bot to where it should create a calendar event.
3. The manager for the team, when an event could not be read, the manager is notified of this error.
4. The timetable channel of the team.
5. The announcement channel of the team.
6. The roster role for the team.
7. The trial role for the team.
8. The substitute role for the team.