Business Rules

1) **Players** must be older than 13 to create account.

2) When creating account, must be verified with e-mail.

3) **Account ID** cannot include special characters or numeric, minimum 6 to maximum 15 characters are allowed

- No repetitive account ID is allowed

4) Password should be minimum 10 characters and maximum 20 characters. It should include at least one number, special character and uppercase letter.

5) Players have level of his account

- After registration they have 1st level

- After playing 5 games, they receive new level

6) Each player can join **Server** according to their taste.

* Newcomer server: Level must be lower than 10, and K/D ratio must be lower than 0.3.
* Intermediate server: Level must be higher than 10, and K/D ratio must be higher than 0.5.
* Regular server: Level must be higher than 5 and no other limits.
* Rank server: Level must be higher than 30

8) When player achieved 20th level, he will receive rank points and rank tier depends on the next formula:

Rank Points = 1000 + (1000 \* K/D ratio) + (Assists \* 10)

- Depends on rank, player will be placed in the relevant Tier group immediately

- Every player, before he/she achieved 30th level, has default rank points as 1000

9) **Rooms**, which has Server ID Attribute as ID of Rank Server, runs with Match Making System, where it automatically compares player stats and matches each other to those who are in similar skill level.

- The difference between levels of players can’t be more than 5

- The difference between K/D ratios of players can’t be more than 0.050

- The difference between Rank points of players can’t be more than 350

10) Rank server players receive rank points.

- If player wins game – (+20) to his rank points

- If player loses game – (-20) to his rank points

11) Players will be placed in **Rank Tier groups**.

* Tier 1: Rank Points must be higher than 3500
* Tier 2: Rank Points must be between 3000-3499
* Tier 3: Rank Points must be between 2500-2999
* Tier 4: Rank Points must be between 2000-2499
* Tier 5: Rest of other players

11) Players can be banned from game (players can be placed into **Banlist**) if they were to use foul method or language.

* Each player gets 3 chances before permanent ban
* 24 Hours ban: Continuous usage of foul language and reports from other players
* 1 Month ban: Using game bugs or glitches
* Permanent ban: Using hack tools

12) Each playable **Map** has different number of maximum players.

* Small Map: 5 vs 5, Max: 10 players
* Medium Map: 10 vs 10, Max: 20 players
* Large Map: 20 vs 20, Max: 40 players

13) Host players can create room one at a time and can set the name, map, mode, maximum players for the game.

- Each room will have unique ID, which will be created by sequence incremented by 1

- The team Victory attribute will contain which team won the game – Black or White

14) All information about room (Not players in room except the name of host) will be placed into the **Room\_Information** table

15) Players will receive no reward if they leave the game while others are still playing.

16) There are 4 types of **Modes** in the game.

* Team Deathmatch - Either team whoever kill all of the other team members will win
* Capture - Each team must kill all players in the opposing team or capture their property and bring back to their base
* Conquer - Each team must kill all players in the opposing team or conquer opposing forces base.
* Bomb - One team will plant the bomb while other must diffuse it.

17) There are following types of **Weapons**: Shotguns, Pistols, Hammers, Rifles, Special Guns, Bows, Automate,

18) Each player is able to choose one primary weapon and one secondary weapon.

- At the beginning of the game

- Counter-Terrorists have a weapon with default ID 1

- Terrorists have a weapon with default ID 2

19) There are two **Classes** in the game: Terrorists and Counter-Terrorists

- There must be the equal number of terrorists and counter-terrorists in the game process

20) Each player is able to choose one of 2 classes

- Each class includes 5 **Character models**

- Player can change character model during the game