Timothy Schindler Milestone Report 4/26/19



My project is a ranking system that is based off the game Overwatch. I listed out all the parts of the project that are needed to make what I am picturing in my project. These classes will take the information given to determine the change in skill rank of the player. I am making this as if it would be part of game similarly to Overwatch.

Overwatch is a first-person shooter, team-based game that has many different and unique characters. I play Overwatch for the school and it is something that I have put a lot of time into. I have a decent understanding of the game to the point where I know how most of the systems work. One of the main issues that players have with the game is how the rank system works. As I am one of the people that are unhappy with the system, I wanted to create my own system to see how it works for them and to see if I can come up with anything to add or change to make it better.

The way that Blizzard, the company that made Overwatch, determines the rank of a player is based off the stats and wins of the player. Based off that information, every player that plays 10 or more competitive games will be given a number to represent their skill, also known as Skill Rank or SR for short. For example, if the player wins and their stats are above average, they will gain more SR than a palyer who had below average stats. With this information, I had a plan to make a system.

If this was implemented into the actual game, the user would never interact with the actual project. All the user has to do is play the game and then their SR would change base off their performance. The test code will enter the performance of the player. That player would then get a new SR based of the rank class.



The system is trying to make sure that players have a number that accurately display the skill of that player. It makes sure that people who are good at the game do not get paired up with people who are not as good as them. Having this knowledge will help create better and more balanced competitive games. The better-quality games will have players keep coming back to the game and that is the goals for game companies.

Every competitive game has a competitive mode that has its own way of ranking players. With Overwatch it is based on game to game where each game is changing the players Skill Rank. On the other hand, a game like League of Legends, players collect points through wins and after awhile they will have enough points to rank. The would then play a best of 3 or a best of 5 based on their rank. If the player wins the best of “x” series the player goes to the next rank.

How to use

Enter in the stats, rank, and SR or the player

Then the player will receive their new SR

My program is not complete yet, but I have played out the ground work the be able to get the program to where I want it to be. I have the classes that I want, and I know how the pieces are going to work together. The biggest issue I have so far is getting the methods to work together and getting the correct numbers to arrive. I have been trying to fix it with a test class.

References

Deesing, Jonathan. “The League Ranked System Explained.” *Red Bull*, Red Bull, 1 Sept. 2016, www.redbull.com/us-en/the-league-ranked-system-explained.

*Overwatch*, playoverwatch.com/en-us/.