Timothy Schindler

Project 2 Proposal

    I play Overwatch for the school’s eSport team and I want to see if I can make a ranking system. My goal is to take in information and rank the person based on their performance. For example, if a play wins a game the automatically get 20 points. If they do a lot of damage, above or around average, they will gain 1 or 2 points. It would be continued off of that as well. Even if they lose, they can lessen the amount of points they lose by doing well. For example if the person loss, they would lose 20 points, but they would add points the same way as if they won.

    For classes I would have game stats, player stats, rank stats, and something that will determine if you should rank up. It would all be based of numbers at this point. I would not make any game play, I would make the programs that go behind it. I feel that I can use my coding to make the ranking system better. This program will help me in the future because I can see this being something I can do for a job in life. It is nothing life changing, but it is something that I am really interested in.

