

2025

Player Manager



Version: 1.0.0

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Player Manager – User Documentation

Introduction

Welcome to the documentation of the Player Manager – a web-based management tool specifically designed for R4 and R5 members of an alliance in the mobile game Last War.

Managing an active alliance requires clarity, structure, and effective communication. That's where the Player Manager comes in: it supports alliance leaders in managing their members, tracking important events, and documenting the achievements or issues of individual players.

Purpose of this Documentation

This guide is intended for all users of the Player Manager – especially alliance leadership – and provides a comprehensive overview of the tool's features and use cases. In addition to general instructions on logging in and navigating the interface, all core functions are explained step-by-step, supported by examples and screenshots.

Main Features at a Glance

- Player Management: Add, edit, promote, or warn players.
- Event Tracking: Document participation and performance in events such as Marshal, VS Duel, Desert Storm, and Zombie Siege.
- Custom Events: Create your own events – ideal for internal competitions or seasons.
- Messages & Warnings: Structure communication within the alliance.
- Removed Players: Overview of members who have left or been removed.
- MVP Tracking: Highlight high-performing players.

Access and Login

The Player Manager is a web-based management tool for R4 and R5 members of an alliance in the mobile game Last War. It enables structured organization of the alliance, including player management, event tracking, and internal communications.

Access:

The tool is available only to registered users, typically alliance leadership (R4/R5).

 **Login Page:** <https://player-manager.last-war.ch>

Login Process:

1. Open the login page.
2. Enter your credentials (email and password).
3. Click on “Login.”
4. If you encounter issues, a “Forgot Password” function is available.

Create an Account

If you don't yet have an account, you can register directly on the login page.

The following information is required:

- Email address
- Game server (e.g., S147)
- Alliance name

After submitting the form, a user account is automatically created.

 **Important:** Before the first login, the email address must be verified via the confirmation link sent to your inbox.

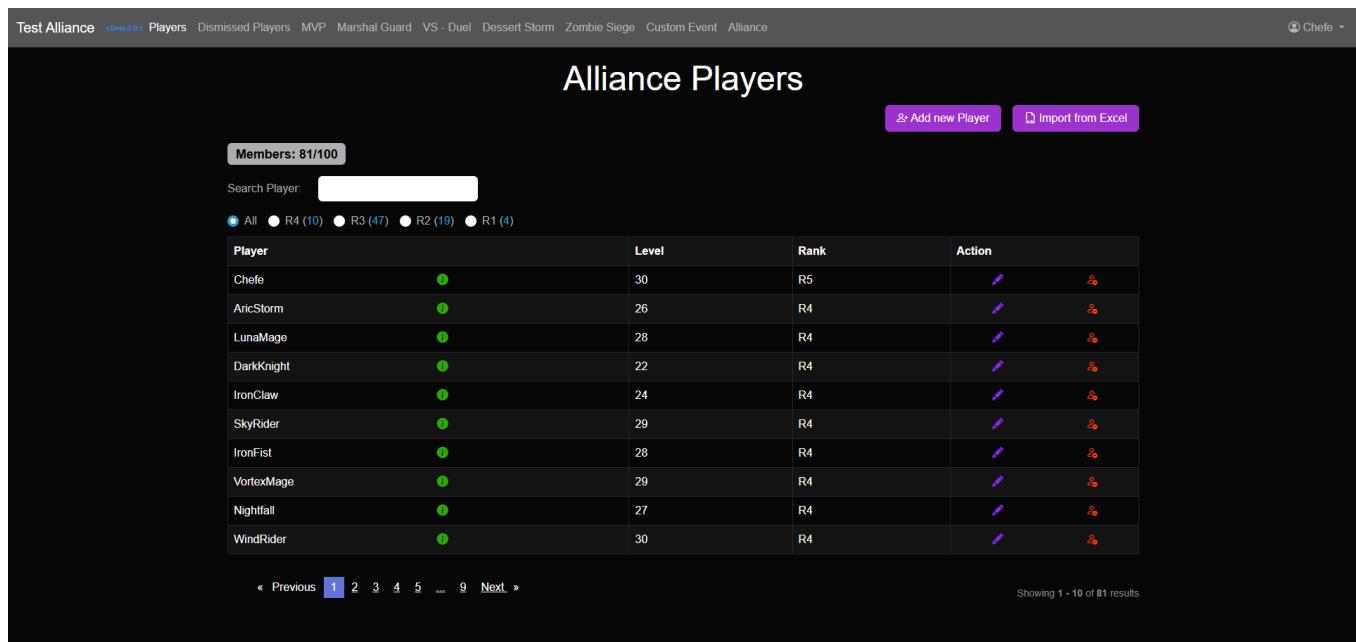
Once the verification is complete, the Player Manager is ready for use.

Players

In the "Players" section, you'll find a complete overview of all members in your alliance. The table displays each player's name, headquarters level, rank (R1–R5), and available actions for editing.

Features at a Glance

- Rank Filter:** With a single click, you can filter the list to show only players of a specific rank (R1–R5).
- Search Field:** Quickly find a specific player by entering their name.
- Add New Player:** Use the "Add new Player" button to manually add members to the list.
- Import from Excel:** If you have a pre-existing player list, you can conveniently import it.
- Edit & Details:** Click the info icon to open a detailed view of a player, where you can enter notes or update information.
- Remove Player:** Click the red person icon to remove a player from the alliance (they will be moved to the "Removed Players" section).



The screenshot shows the "Alliance Players" page for the "Test Alliance". At the top, there is a navigation bar with links for Home, Players, Dismissed Players, MVP, Marshal Guard, VS - Duel, Dessert Storm, Zombie Siege, Custom Event, and Alliance. A user profile for "Chefie" is shown on the right. Below the navigation is a search bar and a "Members: 81/100" indicator. There are two buttons: "Add new Player" and "Import from Excel". The main area is titled "Alliance Players" and contains a table with columns for Player, Level, Rank, and Action. The table lists 10 members: Chefie, AncStorm, LunaMage, DarkKnight, IronClaw, SkyRider, IronFist, VortexMage, Nightfall, and WindRider. Each row includes a small profile picture, the member's name, their level (e.g., 30, 26, 28, 22, 24, 29, 28, 29, 27, 30), their rank (e.g., R5, R4, R4, R4, R4, R4, R4, R4, R4, R4), and two action icons: a pencil and a red person. At the bottom, there are navigation links for "Previous" and "Next" pages, and a note indicating "Showing 1 - 10 of 81 results".

Player	Level	Rank	Action
Chefie	30	R5	 
AncStorm	26	R4	 
LunaMage	28	R4	 
DarkKnight	22	R4	 
IronClaw	24	R4	 
SkyRider	29	R4	 
IronFist	28	R4	 
VortexMage	29	R4	 
Nightfall	27	R4	 
WindRider	30	R4	 

Player Detail View

In the detail view of a player, you'll find all key information at a glance:

Overview Data

- **Name:** The player's name
- **Rank:** Current role within the alliance (e.g., R4, R5)
- **Headquarter Level:** Player's HQ level
- **Created on / by:** Timestamp of creation and the user who added the player

Notes & Warnings

- **Notes:** Add your own notes about the player (e.g., behavior, responsibilities, special remarks)
- **Admonitions:** Official warnings for rule violations or inactivity

Event Participation

Below that, you'll see a list of the player's event participation, including:

- **Marshal Guards**
- **VS – Duel**
- **Desert Storm**
- **Zombie Siege**
- **Custom Events**

The event statistics display participation over the last X rounds (adjustable). Colored bars visually represent the player's level of activity.

Player Information

Name: **Chefe**
Rank: **R5**
Headquarter: 30
Created On: 14.11.2024 10:14
Created by: **Chefe**

Notes 0 **Admonitions** 0

Marshal Guards

Participated 2 Marshal Guards of last 3

67%

Last: 3 Reload

VS - Duel

Desert Storm

Custom Event

Dismissed Players

Column Descriptions

- **Player:** Name of the dismissed player
- **Dismissed on:** Date the player was removed from the alliance
- **Dismissed by:** Name of the responsible R4/R5 who removed the player
- **Reason:** Reason for dismissal (e.g., inactivity, rule violation)

Actions

-  **Info:** Opens the player's detail view, including previous notes and event participation
-  **Reactivate (R):** Allows the player to be restored to the active member list
-  **Permanently Delete:** Completely removes the player from the system (including history)

This section also functions as a safety net — if a player was removed by mistake, they can be easily restored from here.

Dismissed Players				
Player	Dismissed on	Dismissed by	Reason	Action
SteelHeart	07.05.2025	Chefe	Offline 4days	  
Showing 1 - 1 of 1 results				

Detail View – Dismissed Players

Even after dismissal, the full player history remains stored in the system. By clicking the info icon () in the “Dismissed Players” section, a detailed overview of the respective player is displayed.

Contents of the Detail View:

- **Dismissed at:** Date of removal
- **Reason:** Justification for dismissal (e.g., inactivity)

Admonitions

- All previous warnings are recorded here – including date, author, and reason.

Notes

- Internal notes about the player (e.g., former roles, conflicts, or agreements).

Event Participation

Marshal

- List of the last 3 events
- Participation is marked with a check (✓) or a cross (✗)

VS Duel

- Points overview for the last three rounds
- Indicates whether the player contributed actively to alliance performance

This detailed view supports future evaluations or inquiries (e.g., when considering reactivation or sanctions). It offers transparent insights into a player’s activity history.

Guard VS Trial Hasscarl Storm Zambla Sigma Critical Event Alliance

Information for player SteelHeart

Dismissed at: 07.05.2025

Reason: Offline 4days

Admonitions:

- (07.05.2025) Player was dismiss from the alliance by Chefe. Reason: Offline 4days

Notes:

Marshal: (Player's last 3 available events)

Event date	Participated
28.11.2024	✗
20.11.2024	✗
14.11.2024	✓

VS Duel: (Player's last 3 available events)

Event date	Weekly points
20.11.2024	0
15.11.2024	0
12.11.2024	0

MVP

The **MVP Leaderboard** provides an automatically generated overview of the most active and valuable members of your alliance. This ranking is based on an internal calculation formula that evaluates event activity over the past three weeks.

Calculation Basis

Points are awarded based on the following weighting:

1. **VS Duel Points** – Highest weighting (main factor in MVP calculation)
2. **Marshal Guards Participation** – Medium weighting
3. **Desert Storm Participation** – Supplementary factor

Additionally, it shows whether a player participated in all three VS Duel weeks — important for consistent evaluation.

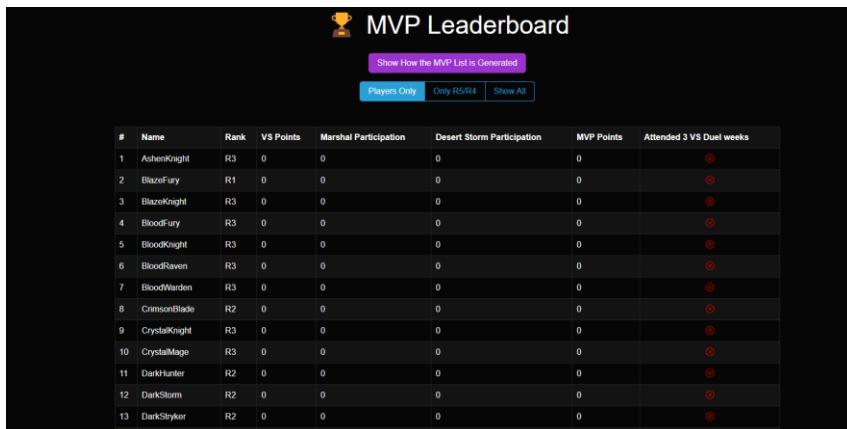
Table Contents

- **Name & Rank** – Player identification and current alliance role
- **VS Points** – Total points earned from VS Duel events
- **Marshal Participation** – Number of participations in Marshal Guards
- **Desert Storm Participation** – Frequency of Desert Storm involvement
- **MVP Points** – Total score based on the MVP formula
- **Attended 3 VS Duel Weeks** – Symbolic indicator (✓/✗) showing whether the player was active in all three weeks

Filter Options

- **Players Only** – Displays regular members only
- **Only R5/R4** – Limits the view to leadership players
- **Show All** – Full list of all active members

This overview assists R4/R5 in distributing rewards, motivating members, and conducting performance analyses.



#	Name	Rank	VS Points	Marshal Participation	Desert Storm Participation	MVP Points	Attended 3 VS Duel weeks
1	AshenKnight	R3	0	0	0	0	✗
2	BlazeFury	R1	0	0	0	0	✗
3	BlazeKnight	R3	0	0	0	0	✗
4	BloodFury	R3	0	0	0	0	✗
5	BloodKnight	R3	0	0	0	0	✗
6	BloodRaven	R3	0	0	0	0	✗
7	BloodWarden	R3	0	0	0	0	✗
8	CrimsonBlade	R2	0	0	0	0	✗
9	CrystalKnight	R3	0	0	0	0	✗
10	CrystalMage	R3	0	0	0	0	✗
11	DarkHunter	R2	0	0	0	0	✗
12	DarkStorm	R2	0	0	0	0	✗
13	DarkSlyker	R2	0	0	0	0	✗

Marshal

The **Marshal Guard** section documents all past alliance participations in this recurring event. For each round, key performance data is recorded to evaluate member activity and overall alliance progress.

Table Overview

- **Event Date:** The date the Marshal Guard event took place
- **Level:** Difficulty level of the event
- **Reward Phase:** Assesses event success based on the reward tier reached (star rating system)
- **Alliance Size:** Total number of alliance members at the time of the event
- **Participating Players:** Number of members who actively participated in the event
- **Creator:** User who created the event entry in the tool

Actions

-  **Info:** Opens a detailed view with an individual participant list
-  **Edit:** Manually adjust event data
-  **Delete:** Removes the event from the system

Create New Event

Clicking "Create new Event" allows you to add a new Marshal Guard entry. This enables quick documentation immediately after the event for later evaluation or MVP calculation.

This section helps track and evaluate long-term activity and participation across multiple rounds.

Marshal Guard							
Create new Event							
Event Date	Level	Reward Phase	Alliance Size	Participating players	Creator	Action	
28.11.2024	3	★☆☆☆☆	81	7	Chefe	  	
20.11.2024	8	★★★★★	81	46	Chefe	  	
14.11.2024	8	★★★★☆	81	24	Chefe	  	

Showing 1 - 3 of 3 results

Detail View – Marshal Guard Event

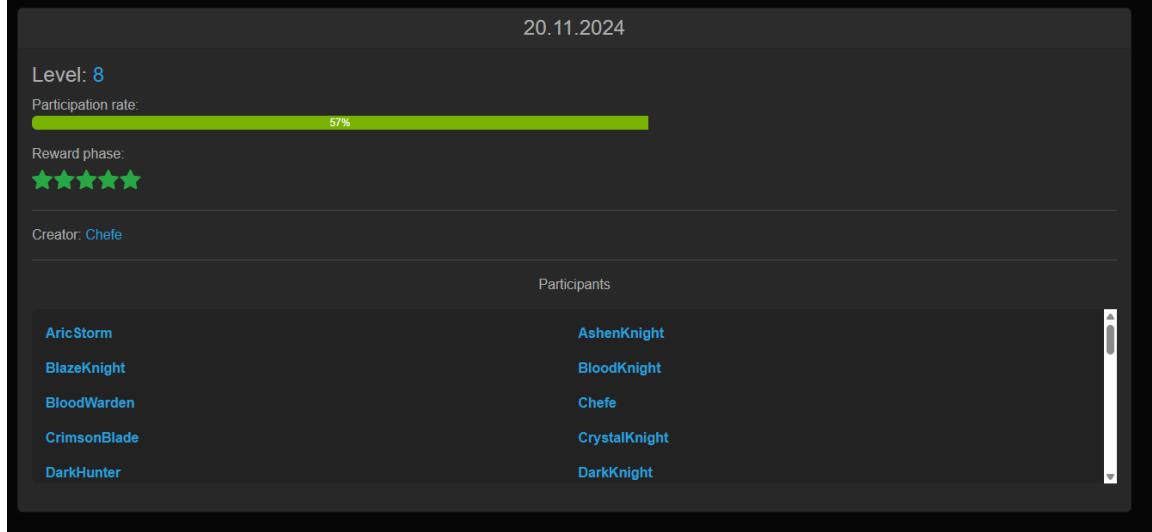
By clicking the info icon () in the Marshal overview, you can access the detail view of a specific event. This view displays the key performance metrics and participants of that event.

Event Details

- **Date:** The exact date the event took place (centered at the top)
- **Level:** The selected difficulty level of the event (e.g., 8)
- **Participation Rate:** The percentage of alliance members who participated, visualized with a colored progress bar
- **Reward Phase:** Reward tier achieved during the event, shown using a 5-star system
- **Creator:** The person who created the event in the system

Participant List

At the bottom, you'll see all players who actively participated in the event. This list helps R4/R5 leaders quickly identify active members and later evaluate participation for MVP calculations or warnings.



The screenshot shows the 'Event Details' section of the Marshal Guard Event. At the top right is the date '20.11.2024'. Below it, 'Level: 8' is displayed. A progress bar indicates a 'Participation rate: 57%' with a green bar. Under 'Reward phase:', there are five yellow stars. The 'Creator' is listed as 'Chefe'. The 'Participants' section lists ten alliance members in two columns: AricStorm, BlazeKnight, BloodWarden, CrimsonBlade, DarkHunter on the left; and AshenKnight, BloodKnight, Chefe, CrystalKnight, DarkKnight on the right. A vertical scroll bar is visible on the right side of the participant list.

VS Duel

The **VS – Duel** section records all weekly duels of the alliance. This area serves to document past battles and assess both opponent strength and the alliance's own performance within the league system.

Event Table

- **Year / Week:** Calendar year and week of the respective VS event
- **Opponent Name:** Name of the opposing alliance
- **Opponent Server:** Server ID of the opposing alliance
- **Opponent Power:** Combat power of the opponent
- **Opponent Size:** Number of members in the opposing alliance
- **Won:** Duel outcome
 - o  **In Progress** – Duel is still ongoing
 - o  **Lost**
 - o  **Won**
- **League:** League in which the duel took place (e.g., Silver, Gold, Diamond)

Actions

-  **Info:** Displays detailed information about the VS event
-  **Edit:** Modify duel information
-  **Delete:** Remove the duel from the list

Create New Event

By clicking the "**Create new VS-Duel Event**" button, you can add a new VS weekly event. The system helps you record data in a structured way and review it regularly.

This section is especially important for:

- **MVP evaluation**
- **Activity monitoring** of individual players
- **Long-term analysis** of alliance progress

VS - Duel

Current week: 19

Create new VS-Duel Event

Year	Week	Opponent name	Opponent server	Opponent power	Opponent size	Won	League	Action
2024	47	Test Silver	12	12	12	 In Progress	 Silver	  
2024	46	Test Diamond	222	323	2323	 Lost	 Diamond	  
2024	46	Test Gold	22	22	22	 In Progress	 Gold	  

Showing 1 - 3 of 3 results

Detail View – VS Duel Event

Clicking the **info icon** (●) in the main overview takes you to the detail view of a specific VS Duel event. This page displays all key information about the opponent and the individual participation of your alliance members.

Event Information

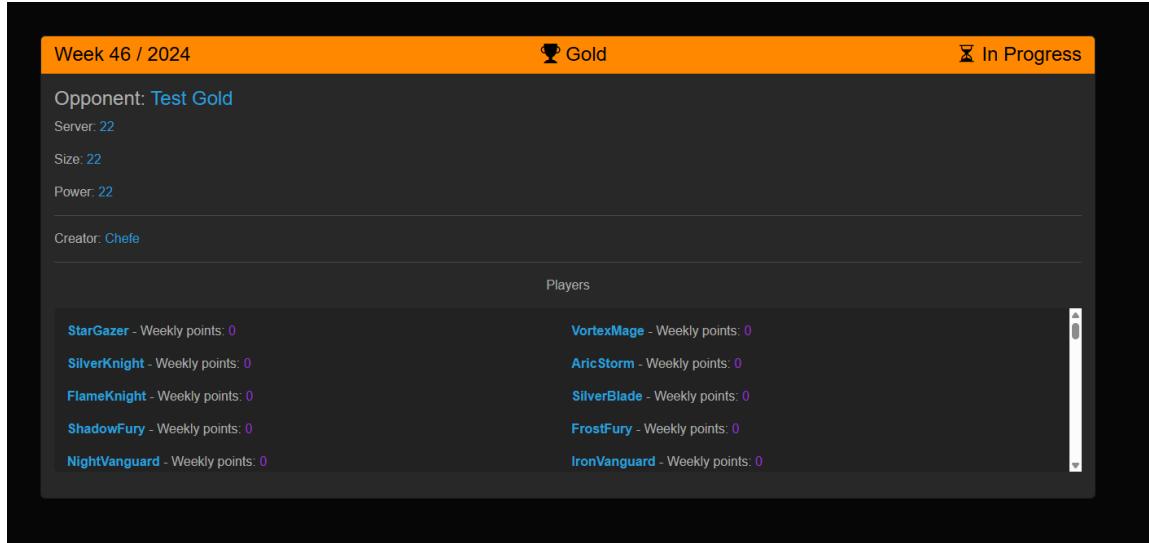
- **Calendar Week & Year:** Displayed at the top (e.g., Week 46 / 2024)
- **League:** Displayed with symbol and color (e.g., 🏆 Gold)
- **Status:** Indicates whether the event is still **In Progress** or already completed
- **Opponent:** Name, server, alliance size, and combat power of the opposing alliance
- **Creator:** The user who created the event in the tool

Participant List

Below the event data, you'll find a list of participating players with their personal **VS Duel points** for that specific week.

- Each entry includes:
 - o **Player Name**
 - o **Weekly Points** (e.g., “Weekly points: 0”)

This view is especially useful for tracking active participation and for use in MVP or performance evaluations.



The screenshot shows the 'Detail View – VS Duel Event' for Week 46 / 2024. At the top, it displays the week, league (Gold), and status (In Progress). Below this, it shows the opponent's details: Test Gold, Server: 22, Size: 22, Power: 22, and Creator: Chefe. The main section is titled 'Players' and lists the following participants with their weekly points:

Player	Weekly points
StarGazer	0
SilverKnight	0
FlameKnight	0
ShadowFury	0
NightVanguard	0
VortexMage	0
AricStorm	0
SilverBlade	0
FrostFury	0
IronVanguard	0

Desert Storm

The **Desert Storm** section records your alliance's participation and performance in this special event. The overview gives you a quick snapshot of how well your alliance performed compared to the opposing side.

Table Overview

- **Event Date:** Date of the Desert Storm event
- **Opponent Name:** Name of the opposing alliance
- **Opponent Server:** Server number of the opponent
- **Opposing Participants:** Number of active players on the opposing side
- **Alliance Participants:** Number of your alliance members who participated
- **Won:** Outcome of the event
 - o  Won
 - o  Lost

Actions

-  **Info:** Detailed view with participant list
-  **Edit:** Adjust event information
-  **Delete:** Remove the event from the system

Create New Event

Click the "**Create new Desert Storm Event**" button to add a new entry. This supports retrospective analysis and proper archiving of your alliance's activity.

This section is especially useful for:

- Tracking **member engagement rates**
- Conducting **historical comparisons**
- Supporting **MVP evaluations** and **inactivity analyses**

Dessert Storm

Current week 19

Create new Desert storm Event

Event Date	Opponent name	Opponent server	Opposing participants	Allianz participants	Won	Action
03.12.2024	Test BLA	22	4	1		  
20.11.2024	Test OpponentUp	122	15	7		  

Showing 1 - 2 of 2 results

Detail View – Desert Storm

This view shows your alliance's exact participation in a specific Desert Storm event. It is used to analyze player behavior and compare performance with the opposing alliance.

Event Data

- **Calendar Week / Year:** Displayed at the top (e.g., Week 49 / 2024)
- **Status:** VICTORY or DEFEAT
- **Opponent:** Name, server, number of players, and strength of the opposing alliance
- **Alliance Participants:** Number of your alliance members who took part
- **Creator:** User who created the event entry in the system
- **Last Modified:** Timestamp and author of the most recent change

Player Status Overview

For each registered player, the following is displayed:

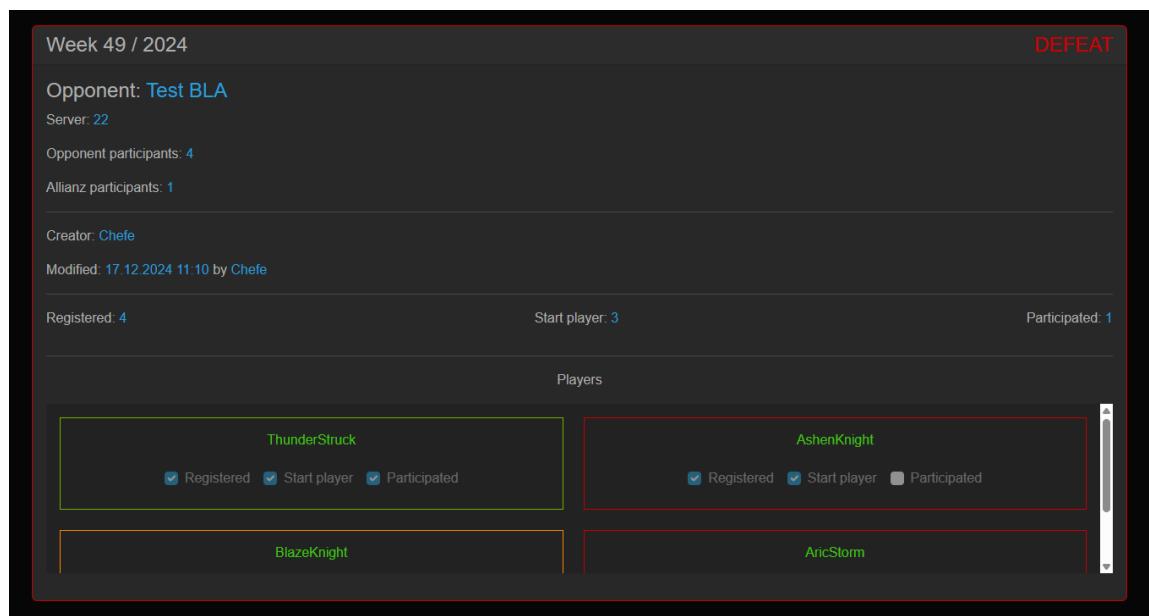
-  **Registered:** Player was signed up for the event
-  **Start Player:** Player was listed as a starting participant
-  **Participated:** Player actively took part in the event

Colored boxes indicate the status for quick recognition:

- **Green** = active & participated
- **Red** = registered but did not participate
- **Orange** = incomplete participation

This view helps with:

- Evaluating **inactivity**
- Making **MVP assessments**
- Addressing specific players regarding **low participation**



The screenshot displays the 'Detail View – Desert Storm' interface. At the top, it shows 'Week 49 / 2024' and 'DEFEAT'. Below that, it lists the 'Opponent' as 'Test BLA' from 'Server: 22', with 'Opponent participants: 4' and 'Allianz participants: 1'. The 'Creator' is 'Chefe', and the 'Modified' date is '17.12.2024 11:10 by Chefe'. At the bottom, it shows the 'Players' section with four entries: 'ThunderStruck' (green box, all three status boxes checked), 'AshenKnight' (red box, first two checked), 'BlazeKnight' (orange box, first two checked), and 'AricStorm' (white box, none checked).

Players	Status
ThunderStruck	Registered: <input checked="" type="checkbox"/> Start player: <input checked="" type="checkbox"/> Participated: <input checked="" type="checkbox"/>
AshenKnight	Registered: <input checked="" type="checkbox"/> Start player: <input checked="" type="checkbox"/> Participated: <input type="checkbox"/>
BlazeKnight	Registered: <input checked="" type="checkbox"/> Start player: <input checked="" type="checkbox"/> Participated: <input type="checkbox"/>
AricStorm	Registered: <input type="checkbox"/> Start player: <input type="checkbox"/> Participated: <input type="checkbox"/>

Zombie Siege

The **Zombie Siege** section documents your alliance's performance during this defense-based event. The goal is to survive as many attack waves as possible — ideally 20 or more.

Table Overview

- **Event Date:** Date of the event
- **Level:** Difficulty level of the Zombie Siege
- **Alliance Size:** Number of active members at the time of the event
- **Survived 20 Waves:** Whether 20 or more waves were survived
 - o  Yes (green smiley)
 - o  No (red smiley)
- **Total Waves Survived:** Total number of waves successfully defended
- **Creator:** The user who recorded the event in the tool

Actions

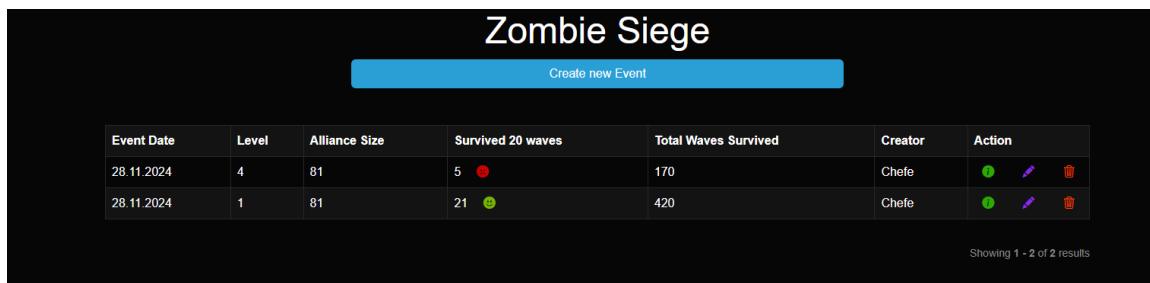
-  **Info:** Displays details about participants and the course of the event
-  **Edit:** Adjust event data afterward
-  **Delete:** Removes the event entry from the system

Create New Event

By clicking "**Create new Event**", you can add a new **Zombie Siege** entry. This is especially useful for tracking progress and identifying areas for improvement compared to previous events.

This section helps with:

- Measuring your alliance's **defensive performance**
- Identifying **inactive** or particularly **committed players**



The screenshot shows a table titled "Zombie Siege" with a blue header bar containing the text "Create new Event". The table has columns: Event Date, Level, Alliance Size, Survived 20 waves, Total Waves Survived, Creator, and Action. There are two rows of data:

Event Date	Level	Alliance Size	Survived 20 waves	Total Waves Survived	Creator	Action
28.11.2024	4	81	5 	170	Chefe	  
28.11.2024	1	81	21 	420	Chefe	  

Showing 1 - 2 of 2 results

Detail View – Zombie Siege

This page provides a detailed view of your alliance's performance during a specific **Zombie Siege** event — including individual player contributions.

Event Data

- **Event Date:** Date of the event (e.g., 28.11.2024)
- **Level:** Difficulty level of the event
- **Alliance Size:** Number of alliance members at the start
- **Wave 20 Survivor:** Number of players who survived all 20 waves
- **Total Waves Survived:** Total number of waves survived by all players combined
- **Status:** Whether the event was successfully **COMPLETED**
- **Creator:** The user who created the event

Participant Overview

In the lower section, each player is listed with:

- **Name**
- **Waves Survived** (e.g., “Surviving waves: 20”)

This overview is particularly useful for:

- Highlighting **active players**
- Identifying **inactive participants**

Event Date: 28.11.2024 COMPLETED

Level: 1
Alliance size: 81
Wave 20 Survivor: 21
Total Waves Survived: 420
Creator: Chefe

Players	
FlameVanguard - Surviving waves: 20	FrostFury - Surviving waves: 20
GhostMage - Surviving waves: 20	ThunderMage - Surviving waves: 20
StormFury - Surviving waves: 20	DarkWarden - Surviving waves: 20
FlameWarden - Surviving waves: 20	BlazeFury - Surviving waves: 20
AricStorm - Surviving waves: 20	BloodRaven - Surviving waves: 20

Custom Events

The **Custom Event** section offers maximum flexibility for creating your own events, competitions, or seasonal activities within the alliance. This feature is ideal for internal rankings, creative challenges, or manually tracked occurrences.

Table Overview

- **Event Date:** Date of the custom event
- **Name:** Freely chosen name for the event (e.g., “War Nr1,” “Season Challenge”)
- **Category:** Optional categorization (e.g., “Season1”)
- **Point Event:** Indicates whether the event includes point-based scoring
- **Participation Event:** Indicates whether participation is tracked (e.g., present/absent)
- **Status:** Whether the event is currently **In Progress** or already **Done**
- **Creator:** The user who created the event

Actions

-  **Info:** Displays event details and participants
-  **Edit:** Opens the event editor
-  **Delete:** Removes the custom event

Create New Event

Clicking "**Create new Event**" allows you to define your own event. You can specify:

- Whether it includes a **point system**
- Whether **participation** alone is tracked
- Which **category** the event should appear under

This feature makes Player Manager a highly versatile tool — perfect for creative officers or community-driven initiatives beyond standard events.

Custom Event

Events Category Leaderboard

Create new Event

Event Date	Name	Category	Point event	Participation event	Status	Creator	Action
07.05.2025	War Nr1	Season1	✓	✓	 In Progress	Chefe	  
17.12.2024	Test Number 3	-	✓	✓	 In Progress	Chefe	  
17.12.2024	War	-	✗	✓	Done	Chefe	  
17.12.2024	Test Point event	-	✓	✗	 In Progress	Chefe	  

Showing 1 - 4 of 4 results

Detail View – Custom Event

This view displays a custom event in full detail, making it ideal for transparently evaluating internal challenges, seasonal tournaments, or personalized alliance competitions.

Event Data

- **Name & Description:** Freely chosen event name and a brief description
- **Category:** Grouping, e.g., Season1, Tournament, Challenge
- **Point Event:** Indicates whether the event is evaluated by points
- **Participation Event:** Indicates whether presence/participation is counted
- **Participation Rate:** Percentage of alliance members who participated
- **Status:** Current status of the event (e.g., In Progress)
- **Creator:** The user who created the event

Participant Overview

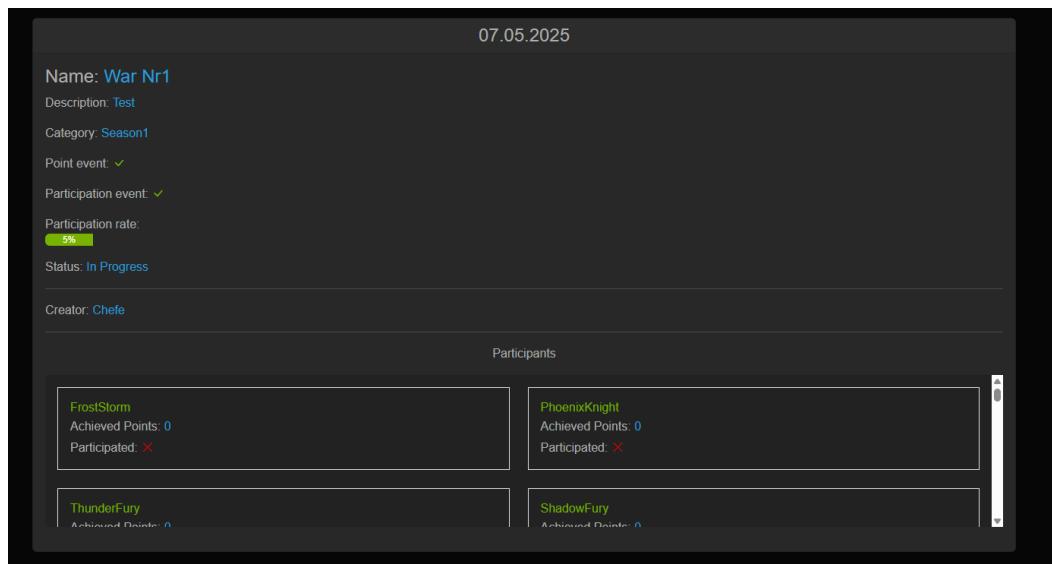
Each player is listed with the following values:

- **Name**
- **Achieved Points:** Points scored in the event
- **Participated:** Yes/No for participation

Color highlights and checkboxes help to quickly distinguish between active and passive members.

This view is particularly useful for:

- Informal **competitions and rankings**
- Seasonal rewards
- Activity tracking in custom-designed events



The screenshot shows a dark-themed application window for a custom event named "War Nr1". At the top right, the date "07.05.2025" is displayed. Below it, the event details are listed:

- Name: War Nr1
- Description: Test
- Category: Season1
- Point event: ✓
- Participation event: ✓
- Participation rate:

5%
- Status: In Progress
- Creator: Chefe

Below the details, a section titled "Participants" lists four players:

Player	Achieved Points	Participated
FrostStorm	0	✗
PhoenixKnight	0	✗
ThunderFury	0	✗
ShadowFury	0	✗

Categories for Custom Events

To organize custom events effectively, you can create your own categories in the **Category** tab. This feature is especially useful for managing recurring events such as seasons, alliance tournaments, or special activities.

Category Table

- **Name:** Label of the category (e.g., “Season1”)
- **Point Event:** Indicates whether events in this category are point-based
- **Participation Event:** Indicates whether participation alone is counted

Actions

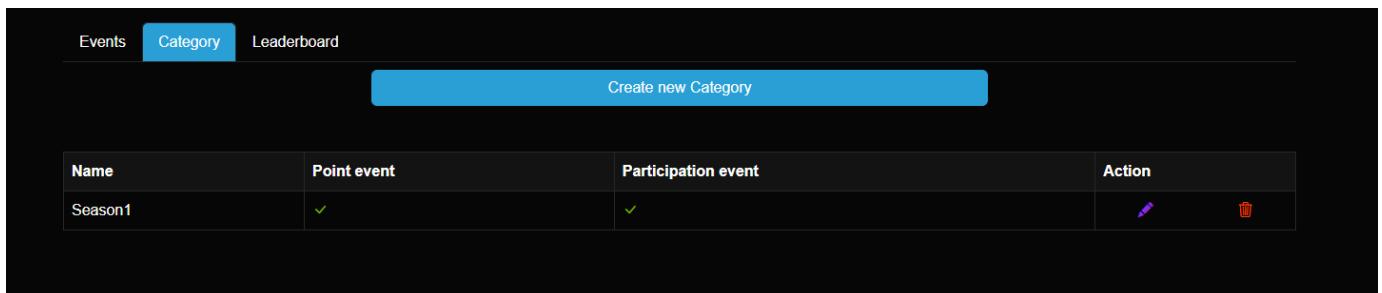
-  **Edit:** Modify the category (e.g., name or scoring type)
-  **Delete:** Removes the category (events remain but are shown without a category)

Create New Category

Click the "Create new Category" button to add a new category and define whether it is:

- A **points-only** event,
- A **participation-based** event,
- Or **both**.

This structure helps you, for example, summarize an entire season in a leaderboard or separate events by theme.



The screenshot shows a user interface for managing categories. At the top, there are three tabs: "Events", "Category" (which is highlighted in blue), and "Leaderboard". Below the tabs is a blue button labeled "Create new Category". The main area contains a table with the following data:

Name	Point event	Participation event	Action
Season1	✓	✓	 

🏆 Leaderboard – Custom Events

The **Leaderboard** tab provides a ranking based on all custom events within a selected category (e.g., “Season1”). This analysis allows you to evaluate the most active or successful members over an extended period.

📊 Display Options & Filters

- **Category Selection:** Use the dropdown menu to select the desired category (e.g., “Season1”)
- **Scoring System:** The leaderboard includes both point-based and participation-based events — depending on the configuration of the category
- **Info Button:** Click “**Show How the Leaderboard is Generated**” to display the scoring formula

📋 Table Contents

- **Player:** Name of the player
- **Score Points:** Overall score based on the category’s calculation method (e.g., rounded average or weighted total)
- **Total Participations:** Number of times the player took part in an event within the selected timeframe
- **Total Points:** Actual points earned during the events (e.g., through manual input or event evaluations)

The screenshot shows the 'Custom Event' interface with the 'Leaderboard' tab selected. The title 'Custom Event' is at the top, followed by three tabs: 'Events', 'Category', and 'Leaderboard'. Below the tabs is a section titled 'Leaderboard' with a trophy icon. A purple button says 'Show How the Leaderboard is Generated'. A dropdown menu labeled 'Category' is set to 'Season1'. Below the dropdown are three status indicators: 'Category: Season1' (green checkmark), 'Point event: ✓' (green checkmark), and 'Participation event: ✓' (green checkmark). The main area is a table with the following data:

Player	Score points	Total participations	Total points
BlazeKnight	20.65	1	443,343,434
ArcStorm	16.35	1	23,232
BloodKnight	11.96	1	0
BloodFury	11.94	1	0
FrostStorm	0	0	0
PhoenixKnight	0	0	0
ThunderFury	0	0	0
ShadowFury	0	0	0

At the bottom, there are navigation links: '« Previous' (disabled), '1' (selected), '2', '3', '4', '5', '...', '10', 'Next', and '»'.



The **Alliance** section includes core administrative functions related to your alliance's identity, user management, and API access. Here, you can configure basic data, manage user permissions, and access integrations via API.

Tab Overview

1. Alliance Data

In this tab, you can view and edit your alliance's basic information:

- **Server:** The game server where the alliance is located
- **Name:** Full name of the alliance
- **Abbreviation:** Short form or tag, e.g., "TST"
- **Created / Modified:** Timestamps for creation and last update

After making changes, simply click **Update** to save the data.

2. User Administration

Manage users within your alliance instance:

- Add new users
- Assign roles (e.g., R4, R5)
- Edit or remove existing user accounts

(Note: Details and screenshots for this tab can be added if needed.)

3. API Key

If you want to connect external systems or tools, you can generate and manage an API key here. This allows automated data retrieval or integration with other management tools.

The screenshot shows the 'Alliance' tab interface. At the top, there are three tabs: 'Alliance data' (which is selected), 'User administration', and 'API Key'. Below the tabs, there is a header bar with 'Created: 13.11.2024' and 'Modified: 14.11.2024 10:46 by Chefe'. The main area contains three input fields with dropdown menus:

- 'Server' field with value '469' and a green checkmark.
- 'Name' field with value 'Test Alliance' and a green checkmark.
- 'Abbreviation' field with value 'TST' and a green checkmark.

A large green 'Update' button is located at the bottom of the form.

User Management – Invite Users

In the **User Administration** tab, you can invite new users to your alliance within the tool. This is especially important for granting access to other R4 or R5 members for administrative functions.

Invite Users

Clicking "**Invite user**" opens a dialog window where you can enter the following information:

- **Email address** of the new user
- **Role**: e.g., R5, R4, or another defined permission level

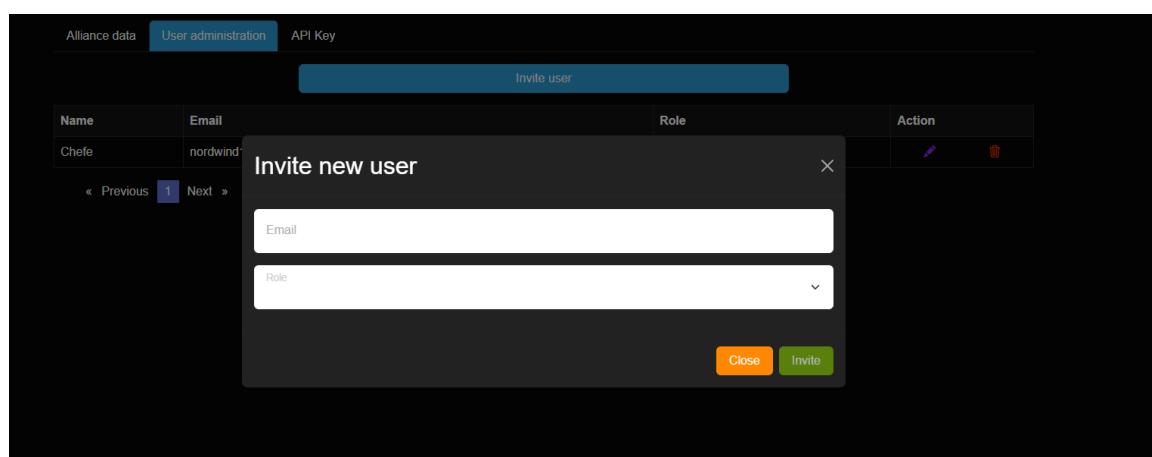
After clicking **Invite**, the invited user will receive an email with an activation link to create their account and join the alliance.

User List

Below that, a table displays all existing users:

- **Name**
- **Email**
- **Role**
- **Actions**:
 - o  **Edit user**
 - o  **Delete user**

This function allows centralized control over access to the tool, enabling you to assign or revoke permissions quickly as needed.



API Key – Integration & Interfaces

With an API key, authorized systems or tools can access your alliance's data — for example, for automated analysis or integration into external dashboards.

Generate API Key

If no key exists yet, you can generate one using the "+ Generate API Key" button. The key functions as a personal authentication token.

 The API key is a security-sensitive credential and should only be shared with trusted tools or individuals.

Using the API Key

There are two ways to use the key:

1. As a URL parameter

Append the key to a URL:
?key=YOUR_API_KEY

2. As an HTTP header

Use the key in a header named:
x-Api-Key: YOUR_API_KEY

This functionality allows for automated:

- **Data retrieval**
- **Integration of external tools** (e.g., Discord bots, webhooks, analytics services)
- **Development of custom extensions or monitoring systems**

API Key Generation and Usage



No API Key Available

You have not created an API Key yet. Click the button below to generate one.

+ Generate API Key

Important Information

To interact with our system's endpoints, you need to generate an **API Key**. The API Key serves as an authentication token for your requests, ensuring that only authorized users can access the available endpoints.

How to Use the API Key

You can send the API Key in two ways:

- **As a URL Query Parameter:** Add the `key` parameter to your URL.
- **As a Request Header:** Include the API Key in the `x-api-key` header.