Ladder Requirements

Challenge Requirements

* A player can challenge another player to play if they are within range.
* A player can only deny say one challenge per week.
* If a player ignores a challenge and accepts another challenge, the player that is ignored is notified that they have been blocked.

Match Requirements

* If the higher positioned player loses, the lower player moves above the higher player and everyone in between the lower and higher player moves down one position.
* Drag and drop the winner above the loser in the ladder if the winner was lower than the loser.

Player Requirements

* Name, position and maybe email is stored.

Maintenance Requirements

* If a player doesn’t play within 2 weeks and the player beneath them has played then they swap positions.
* If a player doesn’t play within 2 weeks and the player beneath them hasn’t played either then they remain in the same positions.

Admin Requirements

* Able to add a player into a position and all the players beneath move down one.
* Able to remove a player from a position and all the players beneath them move up one.

Statistics Requirements

* Able to see the player’s current position.
* How their position has changed as time passes by for example a line graph.
* Able to see the player’s highest position reached.
* Able to see the number of games the player has played.
* Able to see how many wins and losses the player has had.
* Able to see the average opponent position.
* Able to see the average opponent rating when the player wins and loses.
* Able to see the player’s best win. (Highest rated opponent)
* Best win streak.
* See all the games they’ve played.
* Could have different ladders:
  + Could have a best of 5 ladder
  + 1 set ladder
  + Best of 7 or 9 ladder
  + Could have weak hand ladder.
  + Could have different levels like beginner ladder and so on.