# Buffs

## What are buffs?

Buffs modify points or how points are calculated for a fantasy football team.

## How are they acquired?

Here are several ideas that need to be discussed:

* Every team is given the same collection (amount and type) of buffs
* Buffs are dealt at random like a deck of cards
* Buffs are earned by way of game outcome. (losing teams given more powerful buffs than winning teams)
* Buffs are drafted like players
* Can buffs be acquired through free agency?
* Can buffs be traded?

## How are buffs used?

So far the decision has been made that buffs are played before the first match of the fantasy football week is played (deadline Thursday afternoon). Here are some additional ideas that should be discussed:

* Are buffs limited to 1 per week?
* Are buffs limited to 1 player on a team, or can some apply to the team as a whole

# Buff Ideas – include name, description and scope

Name: Touchdown Vulture

Description: The idea behind the Touchdown Vulture buff is to credit a RB a touchdown if he or she gains a certain percentage of rushing yards during a drive, but another RB scores the TD on that drive. The details and scope need to be worked on, and trials run.

Scope:

* The buff is applied to a RB on the player’s team at any point during an offensive possession and is applicable only to that drive.
* The RB must account for 75% of the rushing yards of the offensive possession
* The touchdown must be scored by another running back on the real football teams (rushing td’s by a QB, TE, WR won’t count)
* Risk Factor: if the buffed RB scores the TD, the player won’t get credit for it!

Name: Player Substitution (need a better name)

Description: This buff allows a player to substitute a player in from their bench to the starting line-up.

Scope:

* The Buff is used to substitute a player from the bench to the starting line up any time before the player in the starting line-ups real-life game is over.
* Possible use cases are
  + player is injured during the game
  + player has an uncharacteristically low output
* Risk Factor: none other than the sub’ed in player might not produce more than the sub’ed out player