# 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
  + I think we could give every team the same amount and type, but not the same set. Or we could assign a rarity “value” to each buff and then give each team like 3 common, 2 uncommon, 1 rare (6 buffs total)
* Buffs are dealt at random like a deck of cards
  + Yes
* Buffs are earned by way of game outcome. (losing teams given more powerful buffs than winning teams)
  + I'd prefer to see something like loser has an increased chance of drawing a rare buff. Rather than giving them more buffs.
* Buffs are drafted like players
  + I'd envisioned it more like a booster pack of trading cards (#MagicNerd). At the start of each season each player would get a pack of 6 random buffs. At the end of each week a player earns a new, random buff.
* Can buffs be acquired through free agency?
  + No, I think there is enough skill and strategy built into the game of fantasy football as it is. Buffs should be a more randomize tool to simply make the game a little more fun for the casual player.
* Can buffs be traded?
  + My first thought was yes… but now I have questions of my own.
* Should players be able to see each other's buffs or should it remain a mystery until they either lock the buff in for the week or maybe it shouldn't be revealed until it is activated? For example, if you had a buff that gave your kicker an extra 10 points, should your opponent know you have it, should they see it when you lock it in or should it be revealed when your kicker's game begins?

## 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?
  + Yes, buffs should be an enhancement to the game and if there are too many being played the game becomes about the buff and not fantasy football.
* Are buffs limited to 1 player on a team, or can some apply to the team as a whole
  + I think there could be team wide effects, however, I would want them to be on a power level similar to a buff that effects a single player.

# 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)

Suggestions: “Helmet Tap”, “I Need A Breather”, “Benched”

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