

Explained

Every one of these happens periodically in a loop performed by a single worker.

Publish

-Update player PPGs
-Add market players for games in market
-Set initial price multiplier
-Set closed at time
-Set state to published
-Add default contest types

Remove Shadow Bets

-Update bet totals in marketplace by removing shadow bets proportional to each real bet placed at the market's shadow bet rate

Track Benched Players

-Update count for games wherein a player had no stat events

Tabulate Scores

- -Update MarketPlayer's score for stat events from games in their market
- -Update rosters with a score scaled by their salary overs/unders-Apply ranks to rosters

<u>Open</u>

-Update purchase prices in existing rosters
 -Set state to opened

Fill Rosters

-Fill contests to a given percentage at given times with auto generated rosters

Lock Players

Happens when players are in games
-Regular: mark players as locked and remove their bets from the market
-SingleElim: Just mark players as locked

Deliver Bonuses

-Add to the remaining salaries and salary caps at given times

Set Payouts

-Determine expected payout for current rank, write it to the record

Finish Games

-Mark games >8 hours old as closed (failsafe -SingleElim: handle reallocating loser's bets to winner

Complete

-Mark complete
-Payout all contests