

Gruesøme's Arcade – Metrics Glossary (v1.2)

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sig(b64)=YnVpbHQgYnkqZ3J1ZXPDuG11

Purpose

- Define every metric id that can appear in:
 - arcade-metrics-library.json
 - arcade-games.json (per-game metrics list)
 - leaderboard UI (labels, tooltips)
 - 3D-map telemetry nodes (if mapped)

Conventions

- "Bp" = basis points (0-10,000). Example: accuracyBp = 8750 = 87.50%
 - "Ms" = milliseconds
 - "AC" = Arcade Credits (internal credits unit)
 - Direction: higher is better unless noted



Core Universal Metrics



score (higher)

- Generic score for arcade games.

durationMs (context)

- Run duration in ms.
 - Higher can mean more engagement; lower can mean faster speedrun.
 - Used for activity weighting and sanity checks.

attempts (higher)

- Count of attempts/runs. Mainly activity-side.

wins (higher)

- Integer wins count (per session/period).

winRateBp (higher)

- Win rate in basis points.

streak (higher)

- Current best streak.

accuracyBp (higher)

- Accuracy in bp (0-10,000).
 - Example: hits/shots.

completionBp (higher)

- Percent completion in bp.

deaths (lower)

- Total deaths. Lower is better.

speedrunMs (lower)

- Speedrun time. Lower is better.
 - Must define clamp + anti-cheat.



Economy + Fairness Metrics (Spend-Aware)

- How many credits were spent inside the run (consumables/upgrades).
- Used to prevent "pay-to-win" dominance:
 - spend can be capped (rankedSpendCapAC)
 - leaderboards can enforce "eligible=1" filters

- Result per spend.
- Example: waves per AC, kills per AC.
- Should define its formula per game in the game profile doc.

- A per-game cap used to determine "eligible" runs.
- If a run spends $>$ cap, the run can still be recorded but marked ineligible.

- Primary ranked metric. "How far you got."

kills (higher)
- Total kills in the run.

- Example suggested: waves / max(1, inRunSpendAC)
- Implement formula consistently in the game adapter.

accuracyBp (higher)
- Weapon accuracy.

`durationMs (context)`
- Can be used for anti-cheat sanity: impossible waves in too-short duration

inRunSpendAC (lower)
- Fairness guardrail

- Not a metric id; a filter computed by backend:
 - PoH (proof of humanity) requirement satisfied
 - not admin-excluded
 - within spend caps
 - within anti-cheat clamps

period
- daily / weekly (and optionally all-time for viewing only)

notes

- If you see "admin appears on leaderboard but gets no payouts":
 - That's a payout-exclusion rule (address allowlist/denylist), not a metric.

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3D Map / Admin Snapshot Data (Not Leaderboard Metrics)
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These are NOT leaderboard metrics, but often shown in admin + 3D map:

- treasuryBalances (per token)
- dailyPotBalance / weeklyPotBalance
- outstandingClaims
- runsRecorded
- eligibleRunsRecorded
- creditsOutstanding (paid vs promo)
- settlement timestamps

End.