Gruesøme's Arcade — Leaderboard Metrics Glossary

Version: v1.1

Purpose

- Keep metrics generic across ALL game categories.
- Each game declares which metrics it supports in arcade-games.json.
- Each metric declares direction + unit + clamps.
- The Arcade can rotate which metric is "ranked" for skill payouts per board.

Metric Fields

id : string (stable identifier) label : string (human name) direction : "desc" (higher is better) or "asc" (lower is better) unit : points | ms | bp | count | ac | ratio clamp : optional { min, max } to reject absurd values

Core Metrics (generic)

1) score

- direction: desc
- unit: points
- Use: classic scoring games.

2) durationMs

- direction: desc (survival) OR asc (speedrun) depending on game profile
- unit: ms
- Use: "how long you survived" or "how fast you cleared".

3) timeMs

- direction: asc
- unit: ms
- Use: speedrun completion time.

4) runs

- direction: desc
- unit: count
- Use: volume / participation boards (usually Activity, not Skill).

5) levelReached

- direction: desc
- unit: count
- Use: platformers, RPG, progression games.

Combat / Action Metrics

6) kills

- direction: desc
- unit: count
- Use: shooters, action, defense.

7) damageDealt

- direction: desc
- unit: points
- Use: combat score alternative.

8) damageTaken

- direction: asc
- unit: points
- Use: "clean play" (lower damage is better).

9) accuracyBp

- direction: desc

- unit: bp (0..10000)
- Use: shooting, rhythm, precision mechanics.
- Note: basis points avoids floating precision.

10) headshots

- direction: desc
- unit: count
- Use: shooters.

11) comboMax

- direction: desc
- unit: count
- Use: rhythm, action combo systems.

12) perfectRuns

- direction: desc
- unit: count
- Use: flawless clears.

Defense / Survival / Tower Defense Metrics

13) waves

- direction: desc
- unit: count
- Use: "Storm the House", survival, tower defense.

14) baseHpRemainingBp

- direction: desc
- unit: bp
- Use: defense objective health remaining (0..10000).

15) objectivesCompleted

- direction: desc
- unit: count
- Use: mission-based games.

Racing / Sports Metrics

16) laps

- direction: desc
- unit: count
- Use: racing modes.

17) bestLapMs

- direction: asc
- unit: ms
- Use: racing.

18) distance

- direction: desc
- unit: count
- Use: endless runners.

Economy / Web3-aware Metrics (for in-run spend games)

19) inRunSpendAC

- direction: asc (for "low spend wins") OR desc (for "most spend" boards)
- unit: ac
- Use: Credits spent inside the run.
- Guardrail: rankedSpendCapAC in catalog.

20) efficiency

- direction: desc
- unit: ratio
- Meaning: primary performance per spent AC.
- Example formulas:
- waves / max(1, inRunSpendAC)
- score / max(1, inRunSpendAC)

21) valueDestroyed

- direction: desc
- unit: points
- Use: strategy/econ games: damage vs cost.

22) resourceBalance

- direction: desc
- unit: points
- Use: "end-of-run balance".

Social / Community Metrics (optional)

23) votesReceived

- direction: desc
- unit: count
- Use: user-generated content modes.

24) referrals

- direction: desc
- unit: count
- Use: growth programs.

Recommendations

- Every game should expose 2–6 metrics max (keep it legible).

- For economy-dynamic games: always include inRunSpendAC + efficiency.

- For speedruns: include timeMs (asc) + accuracyBp (desc) if relevant.

- For defense games: waves (desc) + efficiency (desc) is a solid baseline.

END