

# WHITE PAPER: RUSTY LEAGUE 3.0

## **1.PLAYER SKILLS AND POSITIONS**

Each player has a set of 4 different skills with different skills levels: Shot stopping (St), Tackling (Tk), Passing (Ps) and Shooting (Sh). There are no defined position but will play best in positions where their primary skill is maximum.

Context: Old Rusty League had players with one skill level (SL) and a defined position. Playing out of position mean they only played at certain fraction of their original SL. There were multi positional players who could play at multiple positions without any SL penalty.

SWOT Discussion:

- i. In-built feature
- ii. Fundamentally the same thing as before with primary skill and the corresponding position comparable to the SL & position from Old Rusty League.
- iii. Adds more depth to out-of-position play and developing multi-positional players.

## **2. PLAYER SKILL ABILITIES**

Each of the 4 sets of player skills is also associated with his/her abilities for that skill: keeping ability (KAb) associated with St, tackling ability (TAb) associated with Tk, passing ability (PAb) associated with Ps and shooting ability (SAb) associated with Sh. These abilities are dynamic and increase or decrease based on in-game performances like making a save, a key tackle, an assist, a shot, a goal, a yellow card, a red card etc. When a player accumulates or loses enough abilities for a particular skill over the course of time, his or her particular skill level increases or decreases accordingly.

Context: In Old Rusty League, player's skill levels were one-dimensional and were not impacted on any scale by their in-game performance.

SWOT Discussion:

- i. In-built feature
- ii. Adds extra layer to player's skills and makes them dynamic.
- iii. Adds significance to in-game performance.
- iv. Risks of high skill level players accumulating too many ability points in the matches, and running away with their skill levels.
- v. The amount of ability points collected for in-match events are entirely modifiable and we as a group will need to find those numbers that will reward good performances without risking breakaway stars to negate the risks alluded in point (iv).

- vi. Opportunity to develop new game mechanics/system that will increase/decrease ability points randomly even outside of matches. Youth Academy detailed below is an example. Opportunity to expand on it further.

### 3. FITNESS

Each player has a fitness level (1-100) and it decreases during the match at the rate of  $0.996^{\text{minutes}}$ . At the end of the match, players gain back 25-30% of their fitness. Fitness also determines a player's effective skill levels during a match.

For example, if a players start a match with a fitness of 100 then at the end of 45 minutes, the patient's fitness will be  $(0.996^{45}) \times 100 = 83.5$ . This fitness will also mean that he will play at 83.5% of his skill level.

Context: In Old Rusty League, player's had endurance level (EL), and spent EL to play matches and gained EL with rest. A player needed positive EL to start a match and ran risk of injury if the EL went negative during the match.

SWOT Discussion:

- i. Switched On Feature
- ii. Player management/rotation becomes key aspect of the whole gameplay experience like in Old Rusty League.
- iii. Directly tied to effective skill level. This adds another dimension to player management, as a fully fit lower skilled player may be as effective as a tired higher skilled player at the start or during the match.

### 4. COACHING POINTS

Coaching Points (CP) will be used to increase the designated skill level of the assigned player of all ages. There will not be demarcation into CP and TP. It is upto the manager decide how they want to split it between younger and older players. A player needs to play the match for at least 45 minutes to be coached and can be coached for a particular skill for a maximum of 5 times in a season. AND IMPORTANTLY, the number of CP's required to increase a skill level by 1 will the new skill level achieved.

For example, to increase a player's passing skill level (Ps) from 11 to 12 will require 12 CPs.

Context: Old Rusty League had the concept of TP and CP; TP to increase the skill of Age 0 & 1 players and CP to increase the skill of Age 2+ players. Each CP/TP increased the skill level of the assigned player by 1 as long as they played 45 minutes in the match. A player could be coached up to 10 times in a season.

#### SWOT Discussion:

- i. Add On Feature
- ii. Team building has always been one of the best features of the game. This add-on tries to bring that.
- iii. Simplification by using CP only instead of CP/TP.
- iv. Skill level bloat checking by making it much more expensive to coach higher skill level players than the lower skill level ones. By extension, much more expensive to coach the primary skill than the secondary skill of the same player. These throw different possible combinations and permutations and should be fascinating as teams go about team building.
- v. Skill level bloat checking by making it possible only to coach a particular skill by 5 times in a season.
- vi. Opportunity to have a very functional and meaningful game economy by setting the correct CP prices at the start of a season.
- vii. Challenge will be to prevent SL bloating with this coaching points system on top on the inbuilt skill abilities system.

## 5. YOUTH ACADEMY

Each team will be able to set up a Youth Academy at the start of the season. Setting up a Youth Academy costs money each season and comes in three tiers: one-star, two-stars and three-stars. These Youth Academies replace training point (TP) system but work in a very different way. Depending upon the tier of Youth Academy set up by the club, all the young players (Age 1) in the team gain a fixed amount plus a random amount of skill ability points to each of their primary, secondary and tertiary skills. When a player accumulates enough abilities for a particular skill over the course of time, his or her particular skill level increases to another level.

Context: Old Rusty League had the concept of seasoning and training points (TP) to increase the skill level of young (Age 0 & 1 players).

#### SWOT Discussion:

- i. Add On Feature
- ii. Replaces training points (TP) and theoretically should overcome some of TP's weaknesses.
- iii. As benefits are reaped by all the young players (Age 1) in the squad (with no need for designation or match time requirements) and as it works supplementary to Coaching Points and Youth Points system, focusing on youth and team building should be a more worthwhile experience.
- iv. The random component of the skill abilities added by these Youth Academies mean different young players develop at different rate with some breakout young star emerging from the system.
- v. Opportunity to develop a very catchy and worthwhile gameplay mechanics in place by getting a well balanced mix of fixed and random

- ability points across the different skillsets in the different tiers of the academy. Economic cost versus reward.
- vi. Opportunity to have a very functional and meaningful game economy by setting the correct prices for setting up these different tier of Youth Academies at the start of a season.
  - vii. Opportunity to expand on this system to incorporate some sort of reserves player (say Age 0) list.
  - viii. Challenge will be to prevent SL bloating with some of these young players getting triple boosts: Youth Academy, Coaching Points and inbuilt skill abilities system during the actual match events.

## **6. WAGES**

Clubs will have to pay player wages every week and is one of the most important expenses for a club. Wage of a player is dependent on his skill levels.

Context: None. In Old Rusty League, having high skilled players had no additional cost over lower skilled players.

SWOT Discussion:

- i. Switched On Feature
- ii. Additional check on skill level bloat as it costs slightly more to have a high skill than a low skill level player in the team.
- iii. Player loan becomes a worthwhile option.
- iv. Opportunity to have a very functional and meaningful game economy by adjusting weekly wage burden on teams.

## **7. TACTICS MULTIPLIERS**

Each tactics has different multipliers for each position's contribution to the team's tackling, passing and shooting totals. These multipliers can be edited as needed.

Context: In Old Rusty League, the tactics multipliers were hard coded into the engine and could not be modified.

SWOT Discussion:

- i. In-built feature
- ii. Modifiable to ensure the tactics are well balance and not clearly skewed in strength/weakness.