Esportmanager.com
Leaderboard ELO System

Introduction to the challenge

This challenge has two little bit different parts but both of them are based on statistical database analysis. The hackers should create an "ELO System" ranking each user depending on their performance in each game that is available on esportmanager.com and has an API connected to esportmanager.com. Right now this is PlayerUnknown's Battlegrounds, League of Legends, Teamfight Tactics and Counter-Strike: Global Offensive. But the system's logic should be implemented to other games also, that will be available on the platform.

Leaderboard Tournament based on statistics

Important to note that the tournament itself should not be developed. The main task is to develop and create an ELO system and calculating method for the leaderboard.

With the use of the "ELO System'' we would like to create monthly/weekly/annual leaderboard tournaments. The user joins the monthly/weekly/annual tournament and all they have to do is play games as usual. The platform should track the users' all played games and statistics. Within this 30 days the user plays as much as they want but only the 10 best games count in the tournament. Based on these 10 games the total score is calculated, the first 16, 32, etc users are rewarded. Regarding the scoring it depends on the game but usually the following statistics count: win, kill count, death count (it counts as minus point), assists, farm, healing, damage dealt, etc. These attributes should be changed for each game.
Creating the leaderboard for one game is a must (preferably it should be League of Legends) but having more games is a plus (for example: CS:GO, PUBG, TFT).

Teammate/enemy finder based on in-game statistics a roles - queue and recommendation

Using the same "ELO System" and statistic database of the players' performance the platform recommends teammates/duo partners play with or enemies to play against. For example it considers the in-game rank, in-game role, character usage, etc and finds you the perfect partner for a duo. These attributes should be changed for each game.

There should be a pool of players who want to participate in the "Finder Queue for Teammates" or "Finder Queue for Enemies".

Who we are

Esportmanager.com is part of the MetaPlayers universe. This is our own, in-house developed tournament organizing online platform where esport matches take place, making it the most important part of the MetaPlayers Universe.

The site has an automated bracket system, API connection to the largest eSports games, game-account linking for players, a performance tracking system with real-time statistics, an easy-to-use admin interface, and also customizable user, team, and organization profiles.

The main functions are the Tournaments and Challenges.

Tournaments:
It involves individual users or teams competing against each other in different formats (single elimination, double elimination, swiss system) for prize pools.

Challenges:
Challenge is a unique feature in esportmanager.com. The users bet against each other in different games (right now it is CS:GO and LoL). There is an entry that has to be paid by both and the winner takes the prize.
The Challenge feature was made for everyday gamers to practice, play, and have fun with their friends while earning some extra money. With EsportManager Challenge players no longer have to wait for big events to showcase their skills, they can challenge their friends – or anyone on the platform – for a quick battle and not-that-easy cash.

What we will provide

- We provide example data. (matches, tournaments, replays)
- Our mentors will also be available for you to answer questions.

Implementation and technology

The hackers should create a stand-alone service, so there are no technology restrictions except one, data should be stored in MongoDB database (because it fits in our ecosystem), however data structure depends on the hackers. That's a big plus if the service is capable of processing a demo (League of Legends, CSGO and PUBG both have replay files) and store the data in the database.

Judging criteria

- innovativeness   25%
- impact/value   20%
- sustainability   20%
- feasibility   15%
- prototype   15%
- presentation   5%

Prizes

- ★ 3,000 € for the winner of the challenge
- ★ Project job offer at MetaPlayersGG – continuing the hackathon project
- ★ Golden ticket for Gamerland (12 hours of gametime)/person