

S7 Ranked Revised

Reenvisioning Ranked as an Event experience that takes place on the weekends, improving matchmaking and adding hype back to the “grind”, while also lowering long-term development impacts.

Release

- Epic Link
- Dates
 - Phase 1 LOCK - Jun 28 [7.4]
 - Phase 1 LIVE - Jul 24 [7.4]
 - Phase 2 LOCK - Sep 13 [7.6]
 - Phase 2 LIVE - Oct 9 [7.6]
 - Phase 3 LOCK - 8.1
 - Phase 3 LIVE - 8.1

Theme

Preserving Ranked as a mode within Paladins for the dedicated player base, while preparing to transition away from it as a core experience. This would be about improving the systems to match the existing user base & allowing more developer flexibility.

Core Pillars

1. Convert Ranked to an Event structure where it opens each weekend & encourages players to play in a focused period.
2. Lower the amount of long-term support the Ranked queue requires by simplifying the reward structure.
3. Incorporate highly-requested hardcore features into the Ranked queue to define it more from the core Paladins experience.

Problems to Solve

- *Ranked has a highly vocal cohort that feels it's the ideal way to play the game.*
- *Ranked has lost a lot of the population that kept its systems working as expected.*
- *Ranked has historically required a lot of manual work to function properly.*

Dependencies

- Design

- Adjusting the existing Ranked systems
 - Decay
 - Rewards via Activities
 - MSG IDs
 - Map Rotation

Key Considerations/Risks

- *Automating Queues to open and close at set timers is tech we haven't used in a while.*
- *Ranked as a weekend-only queue may cause more one-sided matches in Casuals*
- *Adjusting Ranked into a hardcore experience may cause the queue to experience extreme wait times/"kill" the queue*

Goals/OKRs

● MVP

- **Phase 1 - Adjusted Mode, Same Rewards**
 - Configuring Ranked to function only on the weekends
 - From Friday at Noon ET to Monday at Noon ET
 - Adjusting Ranked Decay to be more forgiving
 - GM Decay from 7 days → 14 days
 - Normal Decay from 14 days → 21 days
 - Changing Ranked Requirements to match new goals
 - Champions Owned increased from 18 → 24
 - Level Requirement increased from 20 → 35
 - Update Ranked MSG IDs
 - Convey new nature of the mode
- **Phase 2 - Adjusted Mode & Rewards**
 - Adjust Split 3's rewards to match the expected retention based on Split 2's performance
 - Test out new Activities to handle vanity rewards
 - Title for Season 7
- **Phase 3 - Full Agnostic System**
 - Seasons → Year, Splits → Seasons
 - Season 8 is Winter 2025, Season 9 is Spring 2025, etc.
 - Activities to handle Ranked Frame distribution moving forward
 - When people reach X rank, they get the frame immediately
 - GM frame will be handled at the end of each Season using the **final** leaderboard
 - New Ranked Chest as chase reward
 - Offer older Ranked rewards/new recolors
- **High-Priority Stretch**
 - **Phase 1**

- Adjust Anti-Healing in Ranked
 - Increase scaling speed from 50s → 40s
- **Phase 2**
 - Ranked-specific changes based on the cohort's response and needs
 - Future Anti-Healing Adjustment
 - No Remounting even if it ends up in Siege
 - Focused Balance Changes
 - Item Disables

Analytics/Success Criteria

- Day 7 & 30 retention after new Ranked Season
- # of Matches played in Ranked during a patch cycle, specifically:
 - Players between [X] and [Y] elo/mmr (average players)
 - Players above [X] elo/mmr (skilled players)
 - Players with account age < [Y] (new players)
- Sentiment reports & surveys
 - Ranked participation and engagement
 - CSAT scores towards the queue

Expected Outcomes/User Stories

- *"As a previous Ranked player, I have a similar experience as prior and even though its weekend-restricted, I enjoy this version of Ranked."*
- *"As a new Ranked player, this system makes sense and is clearly conveyed in game and the reward structure of Ranked."*
- *"As a non-Ranked player, Ranked as a mode interests me but I don't feel aggressive FOMO if I chose to not participate in it."*