Season 7 Ranked Pass

Players have cited Ranked not meeting their wants for a while, so we should test out some changes to the mode that get us some knowledge for the future & allow us to try and iterate on the experience and improve its playership.

Release

- Dates
    - Initial Changes: Feb 2024

Theme

Preserving Ranked as a mode within Paladins for the dedicated player base, while preparing to transition its design to something more approachable. Leaning into the themes of 7.2, this would be about improving the core systems to match the existing user base & focusing it on the niche still playing.

Core Pillars

1. **Reduce High-Level Toxicity**
    - Make small adjustments that allow for them to reperceive match quality, even if most matches are similar
    - Communicate with them clearly about our goals for the queue
2. **Increase Player Engagement**
    - Find small wins/adjustments to make with low lift
    - Preserve the feeling of the most competitive space in Paladins
3. **Decrease Maintenance/Long Term Commitment**
    - This would be one of the last Ranked-focused update outside of operating Ranked Splits.

Problems to Solve

- *Ranked has a high rate of engagement, with the lowest population size of our core queues*
- *Dedicated players want higher entry requirements, while also complaining about queue times*
- *New & lapsed players struggle to get invested in Ranked without getting trounced or discouraged*

Dependencies

- Community keeping a close eye on Ranked sentiment & overall player satisfaction within the environment, conducting surveys and gathering data
- Design's expertise and guidance in ensuring we are keeping Ranked a fair experience for all play groups

Key Considerations/Risks

- Changes to Ranked could cause new complaints & issues to arise from the community
- Players could be resistant to change/build roadblocks even if beneficial
- Some of the suggestions are difficult to test before Live & may need adjustments post-launch

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Goals/OKRs

- **MVP**
    - Investigating and adjusting Ranked MM to tighten perceived gaps
        - Changing Elo Low & Elo Pro values
            - Our current settings make it where anyone below ~Gold IV can't match with anyone above ~Plat I (Elo Low = 50, Elo Pro = 75)
                - Suggested Change:
                    - **Anyone below ~ Plat V can't match with anyone above ~Diamond V (Elo Low = 65, Elo Pro = 78)**
        - Goals
            - The majority of Ranked players continue to have quick matches with fairly balanced teams.
            - Closes the ELO threshold to a place where Diamond+ can no longer queue against Golds, preventing unnecessary bad matches for both groups.
                - This will increase specifically the Diamond+ queue time, however those matches should be of higher quality.
            - Makes our behind the scenes function a bit closer to other Ranked settings & the external perception around our Ranks (Diamond+ are high ELO and have additional restrictions on their queues already)

        - Shifting Overtime & DiscountMax to preserve quick queues

- Currently, we preserve soft Elo rules for 6 minutes and slowly Overtime for 4 up to 250% variance. (DiscountMax = 2.5)
  - Suggested Change:
    - **NormalWait down to 5 minutes**
    - **Overtime up to 5 minutes**
- Goals
  - We start opening the allowed match threshold sooner in an attempt to keep matches slightly quicker to pop.

- Bullet Magnetism on Controllers
  - Adjusting bullet magnetism down slightly across the game, with a focus on FastFire & SlowFire Short. This is targeted specifically at PC controller users, but will also slightly raise the skill ceiling on console in general.
    - Current Values:
      - FastFire Short
        - Base Degrees: 1.2
        - Max Degrees: 2.0
      - FastFire Long
        - Base Degrees: .6
        - Max Degrees: 1.0
      - SlowFire Short
        - Base Degrees: 1.1
        - Max Degrees: 1.5
      - SlowFire Long
        - Base Degrees: .95
        - Max Degrees: 1.0
    - Suggested Values:
      - FastFire Short **(-25% reduction to both)**
        - Base Degrees: **0.9**
        - Max Degrees: **1.5**
      - FastFire Long (minor adjustment to minimum)
        - Base Degrees: **.5**
        - Max Degrees: 1.0
      - SlowFire Short **(-25% to minimum)**
        - Base Degrees: **.75**
        - Max Degrees: 1.5
      - SlowFire Long **(-50% to minimum)**
        - Base Degrees: **.5**
        - Max Degrees: 1.0

- ■ Additional Adjustments
  - ● Adding Bullet Magnetism to Champions missing it
    - ○ Strix Pistol
    - ○ Saati
    - ○ VII

Analytics/Success Criteria

- ● **Objectives:**
  - ○ Increase player retention & engagement

- ● **Key Results:**
  - ○ 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