

# Season 8 Ranked GDD

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## Release

- Epic Link
- Dates
  - LOCK - 8.1
  - LIVE - 8.1

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## Goals/OKRs

### • MVP

- Adjusting Ranked Decay to be more forgiving
  - GM Decay from 7 days → 14 days
  - Normal Decay from 14 days → 21 days
- Changing Ranked Requirements
  - Champions Owned increased from 18 → 24
- Simplified Ban Phase
  - Instead of weaved Pick/Ban, a simplified version of our existing draft structure that goes:
    - 2 T1 Bans
    - 2 T2 Bans
    - 3 T1 Picks
    - 3 T2 Picks
    - 2 T1 Bans
    - 2 T2 Bans
    - 2 T1 Picks
    - 2 T2 Picks
  - Alongside this, a reduction in Bonus Time for both teams to speed up drafting.
- Implement new Activities to handle vanity rewards
  - Colored Titles for each Rank, given as they achieve them
- Seasons → Year, Splits → Seasons?
  - Season 8 is Spring 2025, Season 9 is Summer 2025, etc.
  - Activities to handle Ranked Frame distribution moving forward
    - GM rewards will be handled at the end of each Season using the **final** leaderboard
- Static Map Pool w/ Frequency Adjustments
  - Instead of rotating maps, Ranked has a set Map Pool with each Season getting adjustments to the frequency of maps within the pool.

- New Ranked Chest as chase reward
  - Offer older Ranked rewards/new recolors
  - Repeatable activity, resets after each Season
  - First available in Season 9
- Class Chests as secondary rewards
  - Win X games playing Y Class to receive a Class Chest
  - Acts as another incentive to play different classes in Ranked

- **High-Priority Stretch**

- Utilizing a Ranked GameClass to allow further control of the Ranked space
  - DisableAimAssist Game Phase?
  - Moving some config Ranked settings into the GameClass itself
- Ranked-specific changes based on the cohort's response and needs
  - Future Anti-Healing Adjustment
  - No Remounting even if it ends up in base Siege
  - Focused Balance Changes
    - Item Disables
    - Mid-Season balance

## 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