

# Season 8 Ranked GDD

---

## Release

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

## 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