

FAF Map Vetoes

Outline

- A list of map vetoes is associated with each player and matchmaker queue.
- Using a new client UI players are able to set their map vetoes.
- During the map selection process the map vetoes are taken into account. Before selecting a map from a map pool, all maps vetoed by each of the players in the match are removed from the map pool.
- The amount of map vetoes may not exceed a number set by the matchmaker team in the mod client map pool selector.

Tasks

- Update the database by associating a new field defining the maximum amount of map vetoes with each matchmaker queue
- Create getters/setters in the API for the new max map vetoes field
- Update the mod client UI to allow any player with matchmaker pool access to set the max map vetoes field
- Update client UI with a map veto selector (see Client UI section below)
- Update the client and matchmaker server interface, such that the client provides map vetoes to the matchmaker server each time when the player enters a queue
- The matchmaker server should check the map vetoes against the maximum number of map vetoes set by the matchmaker team
- The matchmaker server should remove the maps vetoed by each player in a match from the map pool selection from which maps are chosen (after selecting the map pool, before selecting the map)

Client UI

PLAYING MATCHMAKING AS:

[SA] **Blodir**
UNLISTED GAMES PLAYED: 2644



YOUR PARTY:

INVITE PLAYERS

LEAVE PARTY

SELECT ONE OR MORE QUEUES TO PLAY

1v1

2v2

3v3

4v4

map vetos

map vetos

map vetos

map vetos

MATCHING IN: 0:41
IN QUEUE: 4 ACTIVE GAMES: 3

MATCHING IN: 0:20
IN QUEUE: 9 ACTIVE GAMES: 0

MATCHING IN: 0:02
IN QUEUE: 19
ACTIVE GAMES: 11

MATCHING IN: 0:14
IN QUEUE: 18 ACTIVE GAMES: 2

PLAYING MATCHMAKING AS:

[SA] **B**
UNLISTED

<500



Loki

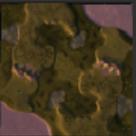


Loki



Loki

500-1000



Loki



Loki



Loki

6 map vetos remaining

<Description of the map pool system>

MATCHING IN: 0:41
IN QUEUE: 4 ACTIVE GAMES: 3

MATCHING IN: 0:20
IN QUEUE: 9 ACTIVE GAMES: 0

MATCHING IN: 0:02
IN QUEUE: 19
ACTIVE GAMES: 11

MATCHING IN: 0:14
IN QUEUE: 18 ACTIVE GAMES: 2

Tasks:

- The "maplist" button is renamed "map vetoes" (first panel)
- Clicking the "map vetoes" button opens up a modal (second panel)

- The map vetoes modal should display the amount of map vetoes remaining (get max map vetoes for the queue from the new API endpoint described above)
- The map vetoes modal should display all of the maps in the map pool (along with picture and name), use vertical scrollbar (no horizontal scrollbar)
- On the left of the map vetoes modal, should be a description of the map pool selection system: "Upon finding a match the map is picked from a map pool. There are four different map pools based on the players' ratings. The average rating of the players in the match is used to determine the map pool from which the map is picked randomly. Additionally, players may veto some of the maps. A player can't get any of the maps that they have vetoed."
- Clicking on a map should add a red cross overlay (or other indicator) and add it to an internal list of map vetoes
- Upon clicking the "PLAY FORGED ALLIANCE FOREVER" button, the list of map vetoes for each map pool should be sent to the server.