Teeworlds World Cup Concept

Foreword:

The idea came up when I was thinking about starting such an event with Pryzed. But the idea quickly passed and was forgotten. I have recently read on Discord that they could make a clan war, and I have taken up the idea again and thought about maybe making a tournament. The current idea is to start a world championship every year in all four main disciplines.

1. Gores

2. DDRace

3. block

4. FNG

This should be done every year to bring the Teeworlds community back together.

I also hope for the cooperation of the "big" server providers to offer the best quality because everyone is well versed in their field.

To be exact, I am thinking of asking for the support of DDNet and KoG for the server hosting and ReiTW for the provision of ddos protection (as good as it can be). respectively, DDNet for the hosting of the DDRace tournament, KoG for the hosting of the Gores tournament, Fokkount for the hosting of the Block tournament, and the Alive clan for the hosting of the FNG tournament... Hosting is, of course, only a minor issue that primarily serves to promote the providers.This can, of course, be done by myself or someone else. I don't care if we achieve the goal as a team or someone steals the idea and executes it themselves. The main goal of this is to bring the community and trusted server providers closer together.

Implementation idea:

The tournament will run for 4 weeks, with one category played per week. There will be a registration phase via a website where clans and their players can register. Each clan must enter four teams of four to five players. Players are allowed to be on multiple teams within the clans. However, because there are so many players with multiple clans, a player may only be named once per category. (e.g., Clan1 may have player1 in Team2, but player1 may not be in Clan3 in Team2). This will be checked during registration, and it is first-come, first-served. If, after a certain registration period, more than 32 clans apply, A pre-World Cup phase will be started. This is only valid for the next 3–5 days with the new maps. All players who are determined to fall into a certain category can earn points for the clan. The clan with the most points will be qualified. The clans are divided into groups, and you can think of it like the soccer world cup. Everyone in the group plays against everyone else in the group. If you win, you get 3 points. For a draw (no winner), you get 1 point, and for losing, you get 0 points. Following the group stage, the finals of eight clans descend to the finals of one category. If too few clans register for the event, it cannot take place.

- Points will be awarded per category. All points will be tallied at the end of the four categories to determine the winner.
- For each round of 16 until the final, new maps that have never been published will be played in order to not have an advantage over others.
- Scores, victories, and all other information will be provided on the website.
- For each event, the information is transferred from the server to the provided API in order to avoid manipulations or human errors.
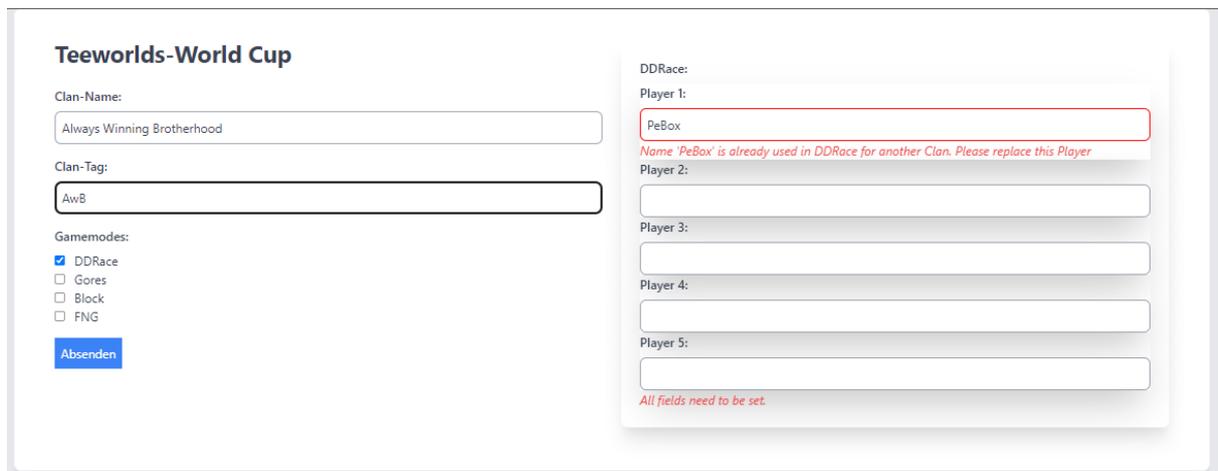

Example of use

In this example, we will have 8 teams with players in them. We only do an example of one gamemode or category per week.

- Syntax for Players: "+ team number + "." plus the sequence number:
- Player.4.2 is Player 2 on Team 4.
- The teams are counted from 1 to 8, for example, Team 5.

Registration:

*** This is just a small example of how it might look and serves only as a sketch.

Pre-World-Cup:

- Three new maps for Gores and DDRace will be released, as well as one new map for Block and FNG.
  - o Every map has another difficulty.
  - o points based on the map.
- All players who have registered for a game mode can collect points on selected maps in this mode.
  - o All five players in DDRace can earn points by playing and finishing the new three maps. The points are added together and totaled for each player.
  - o At the end of the pre-World Cup, the clans with the most points will be qualified.
- The World Cup can only have a maximum of 32 clans.

Group phase:

- A random generator decides which clans will be in which group; the maximum number of groups is 4 and the minimum is 2.

- If the calculation does not work out, the last team will be divided into 3 and 2.

  - o This cannot be avoided unless the number of participants is a power of two (2, 4, 8, 16, 32,...), a number that can be repeatedly halved until only 1 person remains.

- Each group has a maximum of three rounds in which each clan competes against all other clans in that group.

- The clan with the most points will advance to the next stage.

- During the group phase, an old or entirely new map may appear.The maps are carefully selected by the providers beforehand.
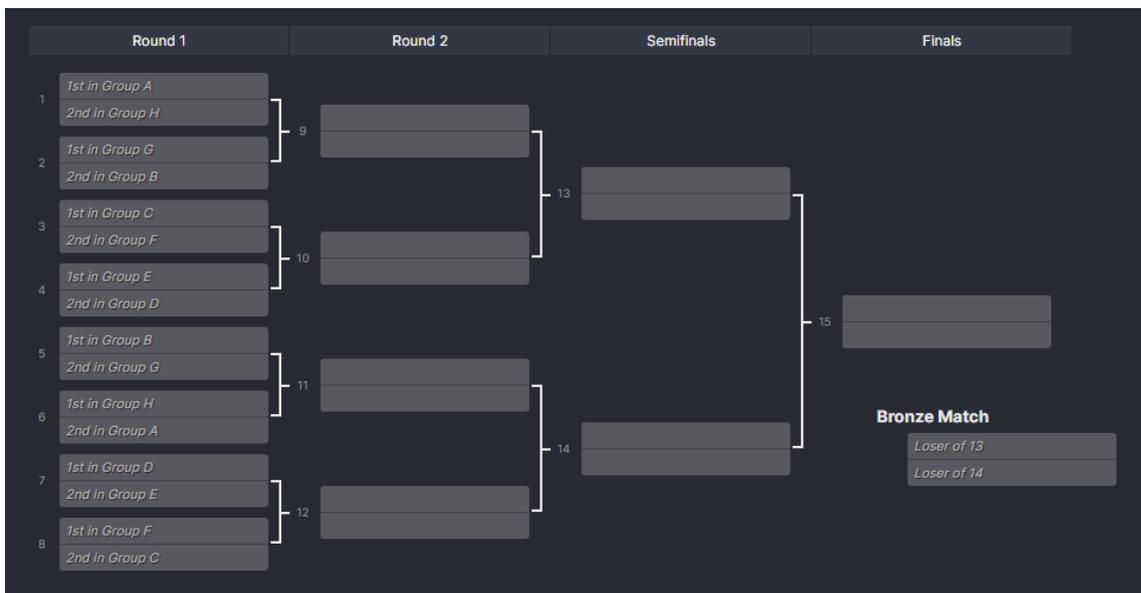

Finals:

- There will be a maximum of four finals.

- One game equals two teams and one winner.

- Round of 16 (8 games)

- Round of 8 (4 games)

- Half-finals (2 games)

- Finals (1 game)

  o Game for third place (loser of the half-finals)

- Every final needs a map except for the final and rank 3 games.

FINAL WORDS:

I have written this document quickly and without thought. Please excuse my typos and logic errors if anyone should find any. I'm just writing this document to see if there is interest in doing this as a team, even if everyone could do it alone. I would appreciate feedback, whether positive or negative, and if you have read this far, then thank you for your time.

This documents is dedicating to:

Deen, Avolicious, ReiTW, heinrich5991, ChillerDragon, Fokkount, Alive-Clan

and to @everybody who want to use it as a template or thought support.

With best regards

Daniel, PeBox, Ranhousecode, KDaniel#0001