

BLF - Bundesliga Fantasy Manager

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Abstract— Nowadays football game is very popular in western countries. People are addicted to football game, they are very much interested in football leagues. BLF – Bundesliga Fantasy Manager is a game which enables people to create their own virtual team with players of their choice. Its strategic game where user have to take best decisions based on knowledge of the sport. With the use of latest technologies now it's possible to provide such virtual gaming platform for mobile phones using web services. The BLF – Bundesliga Fantasy Manager simulates real football game to a phone application. Challenge for the users is to form their own team from players of their own choice based on knowledge of the sport, then to score as many points as possible over the course of the game season. Success is rewarded through the accumulation of points and an increase in your bank's total funds through shrewd player transfers according to the player's value. In BLF – Bundesliga Fantasy Manager User can also create private league to play with their friends and compete with them. In that the winner will be announced based on lifetime score of all participated players.

Keywords: German Football League, Smartphone Games, Internet

I. INTRODUCTION

BLF - Bundesliga Football Manager is a different kind of football manager. Where what you needed is your football knowledge here to play well. The aim of game is to provide virtual platform where user (manager) can form their own football teams. The preparation and tactics can be changed during the course of the season. The success of winning teams will be rewarded with points and rising budget on user's account. A clever exchange of players, taking into account the player strength is necessary to achieve this.

In BLF there is starting budget of € 80 million given to each newly registered managers, which is used to buy players and form the team. Also BLF provides 2 weekly free transfer limits with the use of which manager can exchange his player with some other player. The player prices makes the buying and selling of players interesting because the players strength varies depending on the popularity of the player during the football season. If manager is done with 2 weekly transfers then he can buy extra transfer by paying € 0.99 to refill weekly transfers. Successful BLF manager come out ahead by watching the market carefully, see ups and downs and plan carefully according to this information, their transactions.

II. LITERATURE REVIEW

The gaming industry is a multibillion dollar, multi-continental industry that produces thousands of products of all different sorts. Therefore there are tons of different types of game developers out there, from large companies that focus specifically on mobile games, to companies who only create games for cell phones. All are different, have different ethics, different methods, and different models for design. BLF – Bundesliga Fantasy Manager Game is developed for two mobile platforms named iOS [4] and Android [3] to reach up to more users' worldwide.

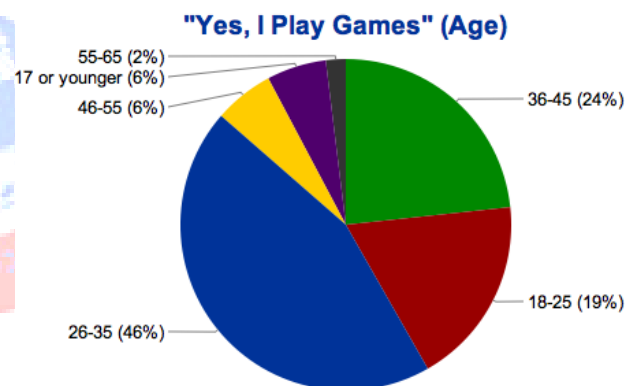


Figure 1. Game player's age survey

According to game player's survey [1], majority of players' age was between 26 and 35 (46%) which is depicted in Figure 1. Another major age range is between 36 and 45 which is 24% and between 18 and 25 which is 19%. From this survey we conclude that the person between of age 18 to 45 which is total 89% of all players plays game more, and that is the only age where probability of having smartphones with the person is very higher. So, we decided to develop BLF – Bundesliga Fantasy Manager Game for smartphones [2].

Playing real football game isn't possible for everyone in this busy world and also nobody can play such game alone, they need a team to play with it; but BLF facilitates users to play strategic game on their smart phones where users can take an advantage of their sports knowledge to use in the game player exchange. To provide here competitive and friendlier

environment, BLF allows managers to create a private leagues where he can invite their friends and relatives to participate. The winners of private leagues will be declared at end of the season based on total life-time points gained by the manager. BLF automated server also organizes weekly competitions where participants will be selected randomly and at the end of week winner of the weekly competitions are announced and rewarded with awesome price amounts credited to their BLF bank, which can be used later to do player exchange.

III. GAME DEVELOPMENT CYCLE

The early value chain was very operator-centric with developers typically working with publishers or aggregators which in turn had relationships with operators. Operators were the main distribution channel to reach the consumer.



Figure 2. Early chain of development process

Of course the end-customer relationship is very important in this business, as in so many others. However, all actors are co-dependent, and it is highly important for the health of an industry that information and resources are distributed and allocated in an efficient and fair manner.

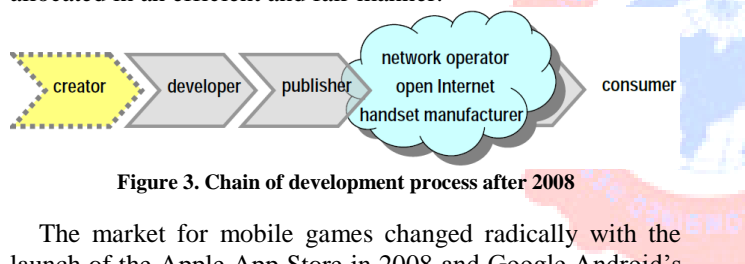


Figure 3. Chain of development process after 2008

The market for mobile games changed radically with the launch of the Apple App Store in 2008 and Google Android's Play store afterwards. Developers can upload applications directly to the App Store [5] later applications are approved by Apple. Similarly there is application approval process in Android's Play store [6].

IV. CHOOSING SMARTPHONE PLATFORM

The graph below (Figure 4) shows how the smartphone market has evolved and is projected to evolve in the coming years. In 2006, Symbian dominated and there were fewer platforms in the market.

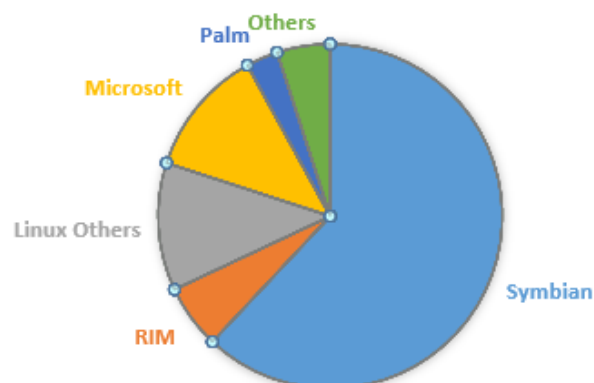


Figure 4. Smartphone OS share 2006

As the time grows Android and Apple came in to smartphone OS competitions and it became popular. You can see in graph shown below (Figure 5), how Symbian OS is becoming less popular and Apple and Android is becoming popular because of its features and usability.

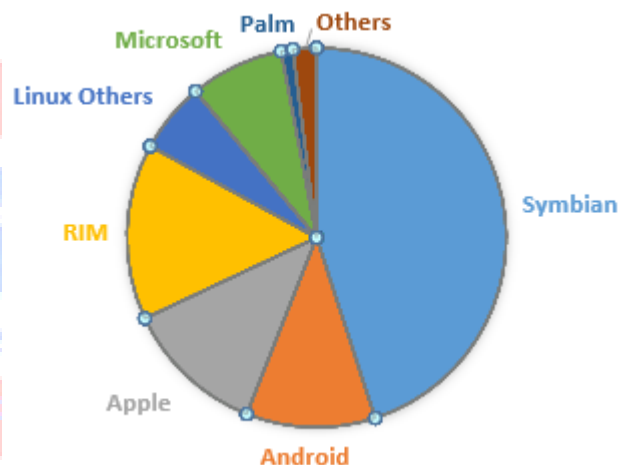


Figure 5. Smartphone OS share 2010

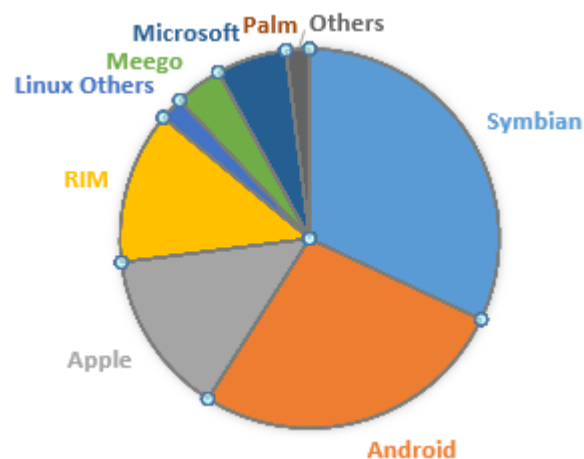


Figure 6. Strategy Analytics

Strategic analysis shown in Figure 6 shows the scenario of 2015. There will be only two major OSes named Apple and Android. Apple is having its own App store with billions of apps likewise Android is also having its own Play store with billions of free apps which can be downloaded by any user.

By seeing the popularity and advanced features of Apple and Android we decided to develop BLF – Bundesliga Fantasy Manager Game for Android and iOS (Apple) platform.

V. GAME RULES & COMPETITIONS

Game Rules:

1. Manager will have starting budget of €80m, from which he must pick 11 players to make a valid formation of either 4-4-2, 4-3-3, 4-5-1, 5-4-1, 5-3-2, 3-5-2 or 3-4-3, and manager must have to make one player as a Captain among the selected 11 players
2. While selecting 11 players, the number of players manager can choose from the same club is four (4).
3. Each game week your team is allocated with 2 transfer credits. Which will be used while transferring players. Once finished with weekly transfer, manager can buy additional transfer with the cost of € 0.99.
4. Points are awarded based on real-life games. Let's say you've got a Schalke forward in your team - if Schalke play and that player makes the starting line-up, he will be awarded two points for your team.

	GK	DEF	MID	FWD
Starting Line-up	2	2	2	2
Substitute Appearance	1	1	1	1
Goal	7	7	6	5
Assist	3	3	3	3
Sending Off	-5	-5	-5	-5
Clean Sheet	5	5		
Goal conceded	-1	-1		
Penalty Goal Saved	5	5	5	5
Penalty Missed	-3	-3	-3	-3

Table 1. Points award criteria

Captains score the same points as regular players, but their points are doubled.

5. Goalkeepers and Defenders must play for over 60 minutes of the game to be awarded points for a Clean Sheet.
6. Assists are awarded to the player who makes the last touch before the goal is scored and he must be from the goal scoring team.
7. BLF reserve the right to have the final say on how points are awarded in this app.

Competitions:

BLF manager of the year: This is the standard “overall” competition which includes every BLF Manager and their team. Each team's position in this competition is determined

by the accumulation of all points awarded throughout the “Bundesliga” season.

BLF manager of the month: The Manager whose team accumulates the most points during each calendar month of the Premier League season wins.

BLF manager of the week: The Manager whose team accumulates the most points during each game week of the Premier League season wins.

Private Competition: A Private Competition can be created by any Manager and is often used to combine a group of people who share a common interest and to increase the game's level of enjoyment. For example, a group of office workers might set up a Mini League for their workplace, which could increase moral and offer a level playing field, regardless of their positions within the company. The leaderboard positions in this type of league are determined by total point accumulation.

VI. IMPLEMENTATION

BLF – Bundesliga Fantasy Manager Application is developed in iOS and Android. Database server we have used is MySQL residing at internet connected machine and as a web-server we have used Apache to server web services which is developed in PHP. Android and iOS game will make call to web services through internet and communicate with database server.

Administration panel for BLF – Bundesliga Manager is developed in PHP with MySQL database backend. That panel provides administrator an interface to perform administrative tasks like, managing Teams, Players, Matches, Scores etc.

I have also used automated scripts on web server to announce weekly, monthly winners and private competitions between managers.

Followings are the screens of Android version of BLF manager.



Figure 7.0 BLF Splash screen

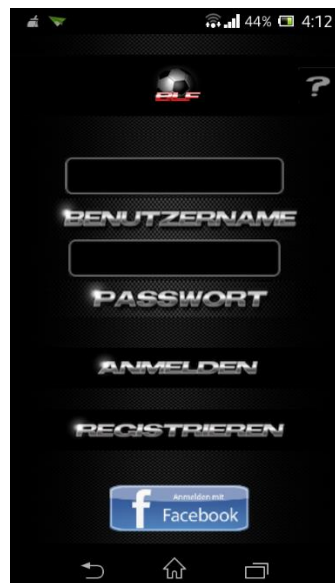


Figure 8.0 BLF Login

Figure 7.0 shows splash screen of the application, which will be presented when loading the application. Figure 8.0 shows the Login screen, from where user can login to their account, at very first time user needs to create account either by clicking on Facebook button or Registration button. If user is registering using Facebook then he will need to provide permission for profile access from facebook, likewise if user is clicking registration button then he will be presented with form to fillup details like Name, Email-ID, Password etc. to register as a manager in BLF application.

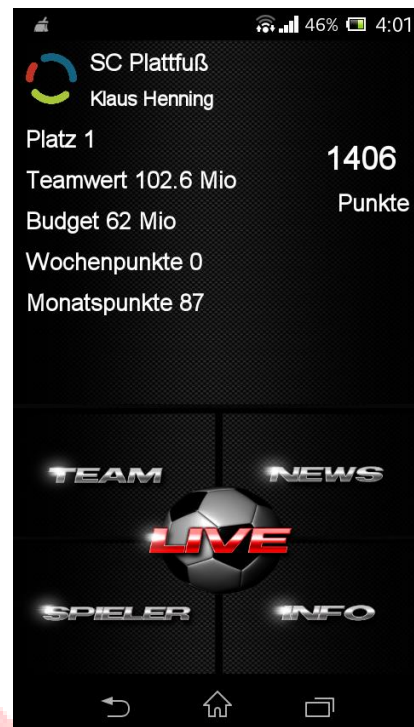


Figure 9.0 Home screen for user "Klaus Henning"

Figure 9.0 shows home screen for user "Klaus Henning", then name of his team is "SC Plattfuß". As shown in figure the total points he earned is 1406, team worth is € 102.6 million and budget is € 62 million.

Figure 10.0 shows profile of Player "David Alba". He belongs to team FCB and his earned points are 145.



Figure 10.0 Player profile (David Alaba)

GLOBAL		
1	Klaus Henning	1406
2	Kai	1356
3	Marcel Bindseil	1332
4	Matthäus Niederthanner	1241
5	Danei	1230
6	marcus	1174
7	Binyam	1139
8	Jan	1133
9	Dennis Hens	1108

Figure 11.0 Global Rank list

Figure 11.0 shows list of ranker of BLF season, first is Klaus Henning with 1406 points and second is Kai with 1356 points. Those points are earning of their teams till date,

CONCLUSION

I was successful in creating a BLF – Bundesliga Fantasy Manager Game. The game has been successfully tested in the Sony Xperia L smartphone. I learned several project management techniques used by professionals to develop large scale project. The experience of working in team and integration of modules developed independently, with just requirement specifications, is a very important achievement for the team.

FUTURE WORK

Currently I haven't yet integrated Live match score API, which will be integrate in future to reduce workload for administrator. Also I'm planning to integrate support for FIFA matches as well.

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