

## Leaderboard video script: What to consider when designing a leaderboard

Shot#	Voiceover	Visuals
1	The leaderboard. It's the cherry on top of your game's unique play experience.	TITLE CARD:  What to consider when designing a leaderboard  ANIMATION:  Cherry drops on top of a sundae
2	So, your leaderboard should reflect what's unique about your game. That involves many variables, some more important in your game than others.	ANIMATION:  5 icons depicting unique game aspects swirl in and into a circle, e.g. scores, characters, coins, weapons, and so on.
3	Of course, in most games, scores and wins matter, a lot.	IMAGE:  scores, wins, losses, coins collected
4	Your game probably has its own unique stats about each player and their actions.  Pick the ones that matter most and show them in the leaderboard.	IMAGE:  scores, hits...?
5	You could show the difficulty levels your players pick.	IMAGE:  horizontal bar graph ranging from easy to medium to hard.
6	And maybe show player selected options like characters, tools, weapons, and...	TEXT:  <ul style="list-style-type: none"> <li>• characters</li> <li>• vehicles</li> <li>• tools</li> <li>• weapons</li> <li>• settings</li> </ul>
7	...the in-game level each player achieved.	TEXT:  <ul style="list-style-type: none"> <li>• levels</li> <li>• stages</li> <li>• tracks</li> </ul>

8	<p>Then there's geography, the physical location of the player.</p> <p>The granularity depends on the type of game and the reach it has. You can, for instance, show countries, regions, continents.</p>	<p>ANIMATION:</p> <p>World map shows France, China, USA, North America, Asia, EMEA. As each type of granular selection is mentioned, an area of the map is highlighted. For example, when continent is mentioned, North America is highlighted.</p>
9	<p>Play mode, the distinct configurations that change gameplay and affect how other game mechanics behave, could also be shown in a leaderboard.</p>	<p>TEXT:</p> <ul style="list-style-type: none"> <li>• solo</li> <li>• duo</li> <li>• squad</li> <li>• campaign</li> <li>• player vs. environment (PvE)</li> <li>• player vs. player (PvP)</li> </ul>
10	<p>If you like, adapt the leaderboard to a device or service used to play your game.</p> <p>Or, you can cover multiple platforms with one leaderboard design.</p>	<p>ANIMATION:</p> <p>Circle of icons or images of Xbox, PlayStation, PC, iOS, Android, mobile, consoles. Highlight each and then highlight groups of them.</p>
11	<p>Whatever you choose to show in your leaderboard, the data to track it mounts up fast.</p> <p>If you have 1 million players, each playing 4 games daily, they will generate 4 million games per day or about 46 games per second.</p> <p>That comes out about 121 million games per month or 1.46 billion games per year.</p>	<p>DIAGRAM:</p> <p>Bar chart showing the number of players.</p> <p>Successive reveals of charts show how the numbers accumulate.</p>
12	<p>And they'll want to see their scores right away...and the rank and rewards that come with winning.</p>	<p>ANIMATION:</p> <p>Scores pop in. Ranks pop in. Icons for rewards pop in.</p>

13	<p>To make that happen before players tune out, Azure provides fast partition-switching to speed up replacing stale data with new data.</p> <p>Improve data throughput and reduce database load with Azure Cache for Redis. Use it to implement a cache-aside pattern that has a caching layer for a persistent database backend.</p> <p>A write goes to both the persistent database and Azure Cache for Redis. A read comes from the cache first. If there's a miss, data comes from the persistent database.</p>	<p>DIAGRAM:</p> <p>Database diagram that is typical of Azure Cache for Redis.</p> <p>Highlight items in the diagram as they are mentioned.</p>
14	<p>Whatever data you need for your leaderboard, Azure lets you store it in relational or non-relational databases.</p>	<p>DIAGRAM:</p> <p>Simple, typical relational database diagram.</p> <p>DIAGRAM:</p> <p>Simple, typical non-relational database diagram.</p>
15	<p>Azure gives you the power to quickly turn raw game data into a leaderboard that will dazzle the players.</p> <p>Want to hear more about Azure for Game Development? Ready to jump in? Follow the links in the description!</p> <p>Thanks for watching.</p>	<p>CTA + LOCKUP</p>