FANTASY FOOTBALL FOR WINDOWS 1.0
TECHNICAL NOTES
PAS Software

IMPORTANT: To access much of the management functionality, a user must have "commissioner privileges". To protect data on networks, it is required that a user enter a password into the dialog box that appears when you select 'File' and then 'Set Privileges'. This password is setup by the league commissioner at league creation time. The password used in the sample league is 'Test' (caps sensitive).

LEAGUE NUMBERS
Fantasy Football for Windows 1.0 currently supports up to 16 fantasy teams, 24 players per team, 4 divisions, and up to 2000 offensive players, defensive teams, and special teams (this number can be increased by using an undocumented feature. Please contact PAS Software for full details). Any length of season can be used (up to 22 weeks for the 1993 season).

FILES AND STATISTICS
Each league is self-contained, allowing a fantasy league file to easily be shared, and viewed, by other users. This file, which is less that 40K, contains all scheduling information, rosters and starting status', standings, and game results. The NFL player database, which is less that 100K (achieved through our own data compression technology), contains statistics for each player including NFL team, NFL starting status, rushing attempts, rushing yards, receptions, receiving yards, passing attempts, passing completions, passing yards, interceptions, kicking yards, rushing touchdowns, passing touchdowns, receiving touchdowns, field goals, extra points, detailed scoring play information, etc., for each week.

SCHEDULING
Scheduling can be modified throughout the season manually. Each team is pitted, head-to-head, versus other fantasy teams through-out the year, from which their results will be calculated into the final standings. Additionally, at all times throughout the season, FFW will provide an auto-scheduling feature. This feature will automatically determine an appropriate number of divisions for the number of teams in your league, will assign these teams to each division, and schedule games between these teams fitting strict scheduling methodologies (i.e. - playing more games inter-division or inter-conference, etc.).

STANDINGS
Standings are generated by calculating the results of each game throughout the season and ranking the teams, per division. Further, FFW uses no "snapshot" methods, allowing a user to view what the standings are at the current point in the season or any previous point in the season.

SCORING
Currently, there are three basic methods of scoring in FFW. These three methods have been coined the "basic method", "performance method", and "advanced method". In the basic method, scoring is the easiest to maintain and follow from week to week. For each player, it gives them 3 points for a passing touchdown, 6 points for a receiving touchdown, 6 points for a rushing touchdown, 3 points for a field goal, 1 point for an extra point, 6 points for a special teams touchdown, and 6 points for a defensive touchdown. The performance method allows the league commissioner to alter the above values, as well as assign a point value and yardage increment for determining performance bonuses for offensive players and defensive teams. (i.e. - a value of 1 point for every 30 yards of passing could be entered, in which a player who passed for 120 yards would receive an additional 4 points.) The advanced method, the most involved to

understand and maintain, allows up to 100 different scoring parameters to be entered for a league. A scoring play type, point value, minimum yardage, maximum yardage, and position may be entered. (i.e. - A running back can be given 10 points for a rushing TD of between 50-100 yards, while a quarterback can be given 25 points for a rushing touchdown of between 35-100 yards.) Points can also be given for a myriad of categories, including blocked punts, defensive scoring for yards allowed (or not allowed) in passing and rushing, interceptions, etc.

DISPLAY

Information can be displayed in many ways. As a general rule, if a listbox exists, it can be double-clicked to access even more detailed information or statistics.

The main display can be sorted alphabetically, by top scoring, by positions, or by a custom statistic, all by accessing the toolbar. This main display can also be modified by using the Custom Display option, allowing players to be ranked and displayed by a number of statistics. Each statistic can be displayed for the whole season, a number of previous weeks, or a sample of any number of weeks (i.e. - rushing leaders for week 3 through week 6).

Additionally, a large number of dialogs can be accessed throughout FFW. These dialogs display current standings for fantasy teams and NFL teams, individual game scores and box scores for fantasy and NFL teams, player summaries for the current season, player statistical detail for any given week, fantasy and NFL team statistical ranking dialogs, and many, many others.

A "action bar", located at the bottom of the application's window, displays above-average performances for the previous week every three seconds. (i.e. - "Michael, Irvin averaged 19.0 yards on 7 receptions".)

EXTENSIONS

A goal for FFW, from the beginning, is not to attempt to dictate how fantasy football should be played. Therefore, we have attempted to make the program unlimited in capabilities or customizability through "extensions". By implementing this "open architecture" approach, to customize FFW, it becomes as simple as copying an extension into the directory where FFW resides. The program's functionality, appearance, and behavior can be completely modified. This includes the ability to add menu items, toolbar buttons, new dialog boxes, or simply modify existing dialogs. Further, all "key" functions can be supplied by an extension, allowing scoring, standings, roster changes, etc., to be fully customized to account for every league's needs.

Current extensions include a graphing extensions (for providing NFL and fantasy team-by-team comparisons in 3-D bar, line, pie, and area charts), an extensions allowing the export of any and all data to Microsoft Excel spreadsheet format or tab-delimited text, an extension that generates mailing labels and result summaries for mailing to team owners, an extension providing auto-roster capabilities, an extension for providing professional handicapping functionality, an extension for providing financial functionality for implementing transaction related costs, and an extension that provides a floating palette for providing even more player analysis.

MULTI-USER CAPABILITIES

Fantasy Football for Windows is optimized for running on a local area network. Each team owner, with access to the network, can manage their own roster changes, even allowed to access the file at the same time (without fear of data corruption). All rosters are protected by individual team passwords and are monitored for legal roster changes. At anytime, the league commissioner can lock this file, disallowing roster modifications.

Further, FFW features MAPI support. If users have access to a MAPI-supported mail package, messaging between teams is fully automated, automated adds/drop requests can be sent to the league commissioner (which are automatically processed by FFW), and trade offers can be sent to opposing teams, approved by the league commissioner, and then processed by FFW.

THE FUTURE
In the near future, PAS software will ship the final version of Fantasy Football for Windows. If you are a registered user, you will be shipped the most recent version of FFW, as well as the most recent rosters for the upcoming 1993 season.

Upgrades are already in plan. To ensure Fantasy Football for Windows is as bug free as possible, many features have been placed on the back-burner. We certainly don't want to deprive our users these features and will not demand further expense. Upgrades will be sent to all registered users as additional features and bug-fixes are made.

Upgrades 1.X will include such features as additional printing options, clipboard support, automated transaction processing without MAPI-compatible mail packages, and further enhancement of extension support.

Version 2.0 of Fantasy Football for Windows is currently under development. Beta versions of this product will be available in 5-6 months. This new version will feature a new multiple-document interface, the addition of fantasy team bitmaps (including a bitmap editor), stylized printing (and ability to generate customized reports), more customizability in functionality of display and behavior, player performance histories from previous NFL seasons, bulletin board specific functionality, DDE and network DDE functionality, NFL player pictures, video capabilities for displaying the week's top plays, etc.

KNOWN PROBLEMS
There are a number of known problems or bugs that we will fix prior to the final 1.0 release. Please let use know of any problems as soon as possible. We will bend over backwards to accommodate your needs.

Problems that will make their appearance using the sample.ffw league are standings, weekly scoring, etc. These occur as a result of the transition from the 17-week regular season to the 18-week regular season.

For more information, or registration information, send mail via CompuServe to Travis Pruitt (User ID: 72233,2130), PASSoft on America Online, or send correspondence to:

PAS Software
Attn: Fantasy Football for Windows
16625 Redmond Way, Suite M333
Redmond, WA 98052
Phone: (206) 788-7568
FAX: (206) 867-0737
BBS: (Available August 1, 1993)

For manuals and software updates, download the Fantasy Football for Windows package, fill out the registration paperwork, and send $40 to the above address.