



WORLD LEAGUE FOOTBALL

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Agenda

- World League Football
- Technology
- Recommendations
- Community
- Future

World League Football

- Football manager game
- Goals
 - Unique football manager game on the Internet
 - Users
 - Win the World League Football playoff
 - Win the Country playoff
- Control all aspects of your team
- User feedback
- Small, but growing community
 - Large part of users are hard-core !

World League Football



WORLD LEAGUE FOOTBALL

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Online

Community 0

Bronze 0

Silver 0

Welcome to World League Football

World League Football is a free online football manager game in which the user is the owner of a professional football club.

The goal of the game is to make the club a success and win the World League Football title by becoming the World Champion.

It is possible to manage all aspects of the club and the team such as sponsorships, stadium facilities, game tactics, lineups, player wages, training, cheerleaders, buy and sell players, and challenge your friends to play friendly games. It is even possible to create your own playbook and design your own plays.

The aim of World League Football is to provide a fun manager game in cooperation with the users.

Featured



Sisak Knights
Croatia 1
Croatia

[More >>](#)



Sticky Dandrea
Punter
Nunchuck Bastards

[More >>](#)



Aja Lawlor
Linebackers
Duff Gardens

[More >>](#)



Shia Chynoweth
Cheerleader
Valmiera Bengals

[More >>](#)

Jan 31, 2008

Season 8

Week 5

Time 7:33 PM

Next season:
May 4, 2008

Next invitational:
February 10, 2008

Latest posts

[Ultimate Cha...](#)
[advertising WLF](#)
[Wipe & Reload](#)
[Transfer Lis...](#)
[Raven Fans J...](#)

[GET FIREFOX](#)

January 31, 2008 Game

World League Sports announces an update that updates the game engine

[More](#)

December 29, 2007 Tactics

World League Sports announces an update that adds support for multiple tactics configurations

[More](#)

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World League Football

- All countries in the World
- Each country has a division 'pyramith'
 - 8 top-level divisions, with 2 divisions below a.s.o.
 - 8 teams per division (14 weeks of league games)
- Top / bottom of each division plays qualify games
 - Promotion / demotion
- Winners of top divisions enter the country playoff
- Winners of each country
 - Winners plays in World League Football playoff
 - Prizes to 1st through 4th places

World League Football

- Games
 - League, friendly, tournament, invitational, playoff, WLF
 - Set your lineup
 - Select the best tactics
 - Choose the best plays for your playbook
 - Analyze previous games using statistics
 - Watch all games live
 - Game overview
 - Play-by-play
 - Statistics

World League Football

- Expand your stadium
- Hire / fire staff
- Handle your club economy and loans
- Buy and sell
 - Players, Coaches, Cheerleaders
- Sign the best players in the draft
 - Watch it live
- Press releases
- Training
- Communicate with others using forums and mail

World League Football

- Community membership level
 - All basic features in the game
 - Free
- Bronze membership level
 - Statistics (Game, Team, Player, ...)
 - Private tournaments
- Silver membership level
 - Ability to design own formations and plays

World League Football

- Agile development model
- Java Enterprise Edition 1.4 + Java ServerFaces 1.2
- Development started in 2004
- First public release: July 4th 2005
- 1 release per month
- 3 seasons per year

Technology

- Platform
- Web
- Business layer
- Persistence
- Game engine
- Live games
- Fraud detection

Technology

- Platform
 - Java 2 Enterprise Edition 1.4+
 - JBoss Application Server 4.2.x + patches
 - Java Standard Edition 5
 - PostgreSQL 8.2
 - Postfix mail server
 - All running on GNU/Linux based platform

Technology

- Web
 - Java ServerFaces 1.2
 - Facelets 1.1
 - JBoss RichFaces 3.1
 - MyFaces Tomahawk
 - Extend data model with JSF methods
 - Custom security model since 'almost' all data is public

Technology

- Business layer
 - Stateless Session EJBs
 - One facade per logical view of the data model
 - Remote EJBs to expose methods for the web layer
 - Local EJBs for internal methods
- Batch jobs
 - Economy, Hall of Fame, Training, Auctions, Ticket holders
 - JBoss Services (Scheduler)
 - Stateless Session EJBs redirects to Message Driven EJBs

Technology

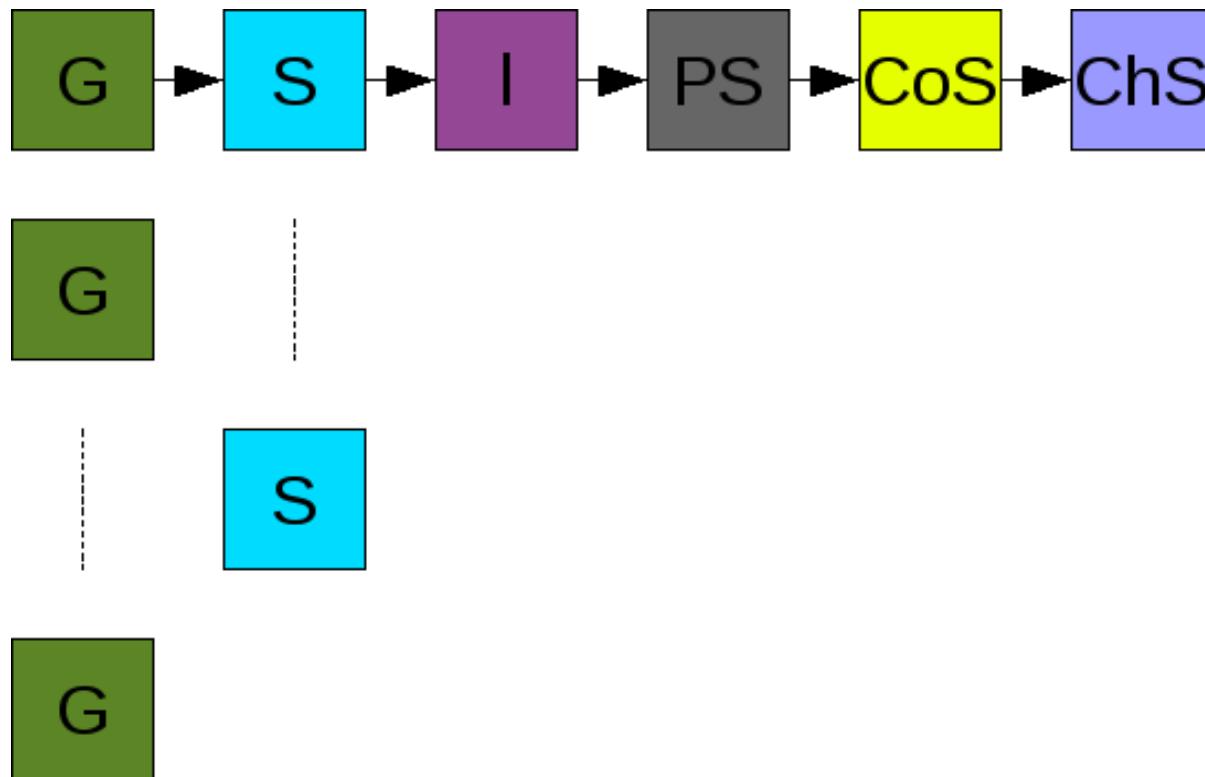
- Persistence
 - Entity CMP / CMR 2.1 EJBs
 - OH MY GOD !!!!
 - Yeah, but it works !
 - 1 or more Value Objects per Entity
 - Load-groups
 - Eager
 - Lazy
 - Always remember to let the database do the job
 - Know your jbosscmp-jdbc.xml file

Technology

- Game Engine
 - 'Most' important component in the game
 - Plain Old Java Objects (Serializable)
 - State Machine
 - Apache Commons Math
 - Events
 - Renderers
 - Simulator

Technology

- In-container game engine



- Pipeline is implemented using Message Driven beans using Chain-of-Responsibility

Technology

- Game pipeline
 - Game calculation
 - Attendance, Economy, Game statistics
 - Injuries
 - Player statistics
 - Coach statistics
 - Cheerleader statistics
- Based on game identifier and game events
- We don't care how long it takes...
- Implemented using MDBs
 - JBoss Messaging

Technology

League game - Warrington Eagles vs Memphis Blizzard

Live - Play by play - Team - Drives

 The Lynch Mob	7	View
Texas Terror	0	

 XTerminators	7	
Battle Creek Crunch	0	View

 Harrisburg Hammers	0	
Mid-Mo Headcrackers	0	View



Current drive:

1-10	MEM 11 (07:18)	D. Chidlaw returns for 9 yards (J. Etievent)	View
1-10	MEM 20 (07:14)	S. Papayannopoulos to M. Youji for a 7 yard pass (C. Hornfeld)	View
2-3	MEM 27 (06:33)	S. Papayannopoulos to M. Youji for a 9 yard pass (C. Hornfeld)	View
1-10	MEM 36 (05:53)	<i>PENALTY L. Parthog, Defensive offside, 5 yards - No play</i>	View
1-5	MEM 41 (05:53)	S. Papayannopoulos to M. Youji for a 5 yard pass (C. Hornfeld)	View
1-10	MEM 46 (05:15)	S. Papayannopoulos pass incomplete to M. Youji	View
2-10	MEM 46 (05:08)	K. Shukry to H. Ousted for a 12 yard pass. FUMBLES. Recovered by H. Ousted	View
1-10	WAR 42 (05:00)	S. Papayannopoulos to M. Youji for a 5 yard pass (C. Hornfeld)	View
2-5	WAR 37 (04:29)	S. Papayannopoulos to M. Youji for a 5 yard pass (C. Hornfeld)	View

Warrington Eagles

PASSING	CP/AT	YDS	TD	INT
A. Crelot	4/6	26	0	1

Memphis Blizzard

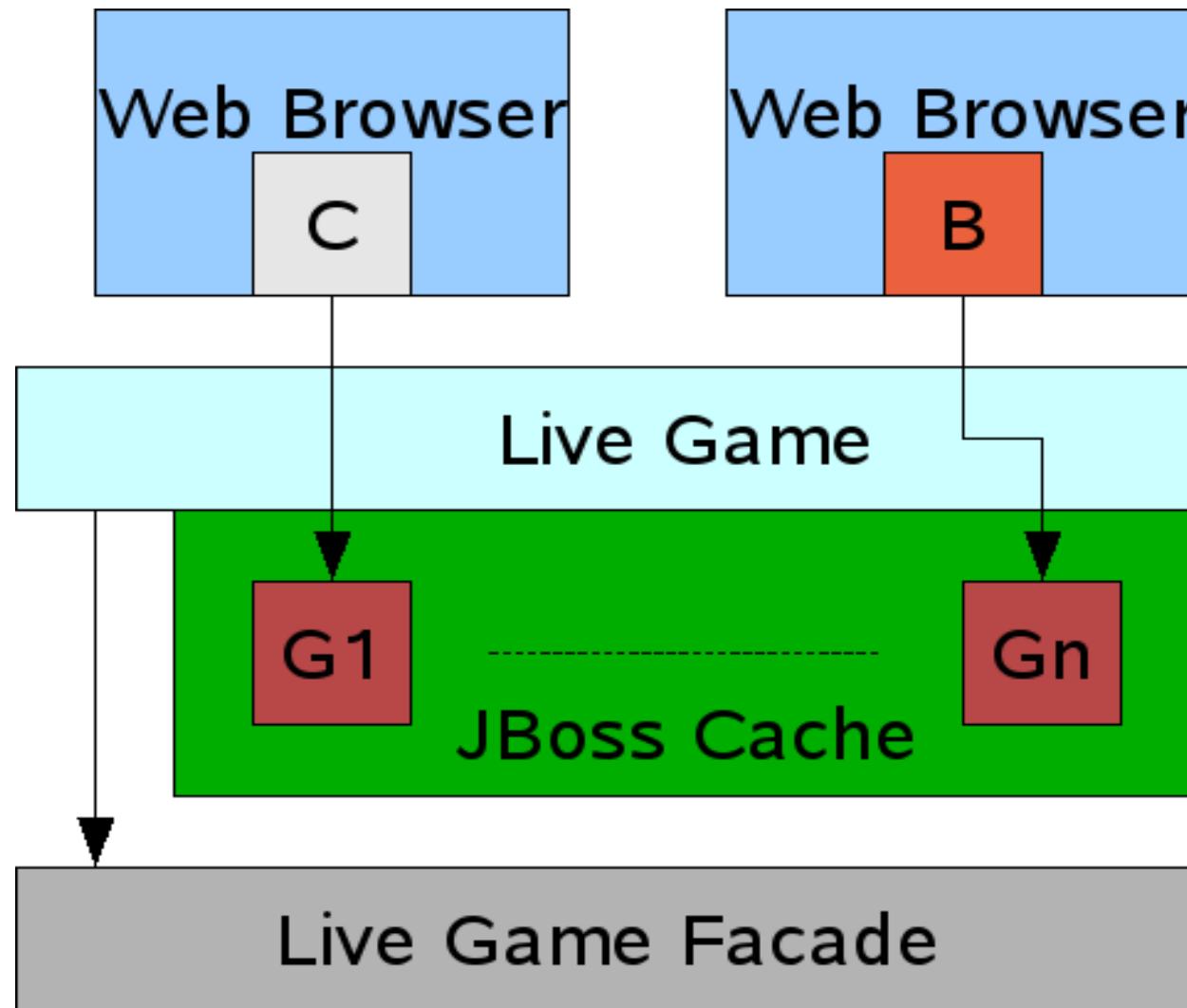
PASSING	CP/AT	YDS	TD	INT
S. Papayannopoulos	6/7	37	0	0
K. Shukry	1/1	12	0	0

RECEIVING REC YDS TD LG RECEIVING REC YDS TD LG

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Technology

- Live Games



Technology

- Live Games
 - Only one full representation of a game
 - Only one summary representation of a game
 - View per client (with / without statistics)
 - View is updated through an AJAX call
 - Web layer connects to LiveFacade to get latest update
 - The cache is updated each x seconds from back-end
 - Cache is refresh with game events that has been played
 - JBoss Cache
 - TreeCache with LRU policy / TimeToLive

Technology

- Fraud detection
 - Because users cheat !
 - Or at least try their best...
- Problems
 - Multiple teams
 - Player transfers
 - and so on
- Solution
 - Express each way to cheat as a rule
 - Check rules each time an entry point is hit
 - F.ex. Login: how many teams from the IP address
 - JBoss Rules

Recommendations

- JBoss products are ready for deployment !
 - Proven
 - Mature
 - Support, training and certifications
 - Use JBoss Enterprise Application Platform for production environments
- Invest time in research
 - Products
 - Proof of Concepts
 - Learn from others
 - It's Open Source !

Recommendations

- Java Enterprise Edition 5
 - Provides an excellent platform for many years to come
 - Now: JBoss Application Server 4.2
 - Later: JBoss Application Server 5.0
- Enterprise JavaBeans 3.0
 - Simple development model
 - Light-weight
 - Native queries
- Powerful web frameworks
 - JBoss Seam
 - JBoss RichFaces
 - MyFaces Trinidad

Recommendations

- Agile development
 - Excellent model for a changing environment
 - Keep the development cycles short: 2-4 weeks
 - Motivates developers since each task is quickly completed
 - Quick feedback from end-users
 - Reschedule tasks as quickly as possible
 - Continuous attention to technical excellence and good design
 - Use an issue tracking tool to keep the overview
 - Manage source under Subversion or similar VCS

Recommendations

- Transfer knowledge between projects
 - Research
 - In-house development (eat your own medicine)
 - Customer project
 - Goto 1
- Keep track of good and especially bad ideas
 - Wiki
 - Proof-of-Concepts
 - Sample projects – starting points for future projects
 - 'Show and Tell' with experiences or products

Community

- Ask not what your country can do for you; ask what you can do for your country (JFK, 1961)
- Give back to the community
 - Don't talk about how much time you will invest – invest the time!
- Bug reports
 - Patches
- Features
 - Patches
- Forum postings
 - Help to newbies
 - Give input from user PoV to developers

Community

- What have we done ?
 - JBoss Application Server
 - Enterprise JavaBeans 2.x CMP patches
 - JBoss Profiler 2
 - 100% pure Java 5 Standard Edition
 - Java Enterprise Edition 5 profiler
 - EJBs, JSPs/Servlets, JSF, POJOs, MBeans, plugins
 - <http://jira.jboss.com/JBPROFILER-50>
 - Various patches to Open Source projects

Future

- World League Football
 - Continue with Agile development model
 - 1 release per month
 - A lot of new features
 - A lot of enhancements
 - Gold membership level
 - Expanding user base in all countries
 - Join, play and submit your own ideas

Future

- Technology
 - Java Enterprise Edition 5
 - JBoss Application Server 5.0 GA
 - Enterprise JavaBeans 3.x
 - PostgreSQL 8.3
 - JBoss Seam
 - MyFaces Trinidad
 - AJAX, AJAX and AJAX

Questions ?

- What ... ?
- How ... ?

Thank you !

- Feel free to contact me with questions
 - Jesper Pedersen
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- Join
 - <http://www.worldleaguefootball.com>