CHALLENGE #11: FIX THE META: DEVELOP A BETTER GAME PATCH

Your favorite game came out with a new patch and now it feels like you are playing a brand new game—and you ask yourself, “how has the meta shifted?” The meta (short for metagame) in competitive video games refers to the game within the game, including the strength of characters, cards/decks, or any other decisions that influence the way you play the game to win.

Challenge: Fix the Meta: Develop a Better Game Patch

Award: Win a Western Digital SSD, mentor session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details
- Select a competitive game (League of Legends, Fortnite, MTG Arena, Smash Ultimate or similar) to evaluate its most recent patch:
  - In-game characters’ strengths and weaknesses
  - Items’ rarities and abilities
- Using resources such as game’s published patch notes, videos, Twitch streams and your own experience, consider the following questions:
  - What is the current meta of the game you selected?
  - As a developer, what changes would you make to the game? How would it shift the meta?

Submission Requirements
- All entries must be submitted at Beyond the Game Challenges or within your Club Portal by Friday, January 31, 2020 by 5:00 pm PT|6:00 pm MT|7:00 pm CT|8:00 pm ET.
- There are two parts to submit for this challenge:
  1. Share the links to the resources you used in the submission form.
  2. Respond to the following prompts:
     - How would you describe the current meta of the game you selected? (200-word limit)
     - What are three changes you would make to the current meta? How do you think each change would shift the meta? (200-word limit)
     - How does your experience with theorycrafting and game developing contribute to your career aspirations? How does it contribute to your Club? (500-word limit)
- This Challenge can only be submitted by an individual student.

Questions? For any questions, email us at info@esportsfed.org or via NASEF Community Discord.