Momentum Mod Clan Ideas:

1. Turf War/Territory Mechanic
   a. A map is a part of a clan's territory based on the clan members with the best times on the map.
   b. This could be done with something like 1 point for your clan for a top 10 (2 for world record), and based upon either whoever has a majority the map becomes this clans turf. In practice this probably will work well being done by rank xp.
   c. When playing on your clan's map there could be some kind of bonus like 5% more cosmetic xp.

2. Fastest Clan/Sum of Bests
   a. Take the fastest pr from any clan member for every map and add up the total amount of time to see which clan is the fastest.
   b. E.g. clan A has 5th place on 3 maps with exactly a 1:00 pr on each one. Their total time is then 3:00. Clan B has 2nd place on 3 maps with a 0:45 pr on each one. Their total time is then 2:15. So clan B is the faster clan with a faster sum of best.

3. General Leaderboard Stats
   a. Track stats just like the player with potential clan specific additions like total number of map wrs, course wrs/wrcp, bonus wrs, rank xp, etc.

4. Clan Exclusive Cosmetics

5. Clan Ranks
   a. Fastest in the clan, most wrs, most cosmetic xp, founder/leader, etc.

6. Restrictions on Creating Clans
    a. Place some sort of restriction on making clans to avoid having a whole bunch of irrelevant, noncompetitive clans with only a couple people.
    b. A certain amount of rank xp could be a good requirement to create a clan, or alternatively a certain number of map world records.

7. Clan Tags
    a. Visually distinct from steam alias

8. Raids (this could use some refining/changing)
    a. Clan members could raid a map by grouping up and trying to obtain a certain amount of rank xp with a bonus to take control of the map territory in a set amount of time
    b. With some work raids (or another co-op mechanic) could be a good motivator for those people who are not quite the best of the best but above basic completion to play more. I only mention this because I recall some discussion somewhere in the discord about struggling to provide more incentives for these kinds of people to play and improve.

9. More clan features from the lovely people of the momentum mod discord!!!

Lord Glocnak Feedback:

1. Doable, the bonus cosXP may have to expire after a bit though as to prevent farming too much of it

2. Not sure on this one, gonna need more fleshing out to make it fair. If we do 1 though I'm not sure we'd want to do this one

3. Of course, doable

4. Doable but with taste, I'm really thinking like one thing at most. People will already have clan tags if we do 7, and it has to be tasteful as to not be obnoxious when people watch the replay.

5. These aren't really ranks but rather a mix of stats and roles? If we have stats you'll be able to see the fastest etc, founders / head people can be given those roles? Dunno.

6. Yeah we'll probably limit it using cosmetic XP actually. Like level 30 or something lets you make one. We want people to be able to make clans with their friends, not only just really skilled people.

7. Very doable, in fact the current leaderboard logic uses your site name so it's just a matter of constructing your name with the tag in front if you have one.

8. Love it. Would actually be really interested in seeing what all is needed architecturally, would be cool to have effects for other clans (global announcements, sounds?) that could let them know to come "prevent" the raid or something on their own turf. Ideally people logging into the game would see the raid from the main menu and can just one-click-join it to help out the cause as well.