Skill-based matchmaking:

1. Start by asking what they think their current skill level is at (1-10? 1-100?)
    1.1. List has general examples of what that level of skill looks like (1 = total beginner, 5 = knows most mechanics, casual good, 10 = goes to tournaments and semi-consistently does well)
2. Assigns a point value to them according to their skill level, similarly to GSP
3. Different things in a match gain points or lose points
    3.1. Winning is +5 points, losing is -3 points, for the loser taking 2/3 stocks is +2 points, while taking 0/3 is -1 point.
    3.2. Hit ratio above certain percents is points lost or gained
    3.3. Damage given is a ratio between both players. Ex: if the ratio is 5:5, neither get points, if the ratio is 7:3 winner's favor, winner gets +2.
4. A player can raise their "skill grade" at any time, but they will not gain any points unless they win at least 6 of 11 matches in that skill grade.
    4.1. If the player fails to, they will drop back to where they were [possibly with the points gained and lost from those 11 matches, possibly not, idk yet]
5. Players can report other players for a number of reasons
    5.1. Will explain what each is when selecting
        5.1.1. Boosted account
        5.1.2. Smurfing
        5.1.3. Incorrect skill grade
        5.1.4. Very laggy
            5.1.4.1. Only for extreme lag, like to the point of unplayability. Minor lag wouldn't be counted
        5.1.5. Ragequitter
            5.1.5.1. Full breakdown at bottom (part 7).
        5.1.6. Toxic playstyle
        5.1.7. Cheesy playstyle
        5.1.8. Campy playstyle... etc
    5.2. Someone (probably me) will look over the replay and decide whether the player needs to have action taken or if you're just bad.
    5.3. If action is needed, they may get a warning, a loss of points/boost of points (for boosted account and smurf account respectively), or other effects.
        5.3.1. If action is taken, the player's name will automatically go into a spreadsheet with all the different warnings, and it will keep track of their warnings for if they get reported again.
6. There will be two grading systems:
    6.1. Individual skill grade
        6.1.1. Will go by character, maybe some somewhat broad categories for different playstyles
    6.2. Overall skill grade

6.2.1. Takes all characters and somewhat averages their skill grades (excluding outliers)
6.3. Matches will be chosen based on individual skill grade, not overall.
6.3.1. Squad Strike and Crew Battles will take the average skill level of all chosen characters when deciding.
7. Ragequitting
7.1. Ragequitters lose points for the first reported RQ. If they ragequit twice within the same hour, a timeout and some more points would be lost. For a third offense (very soon after the timeout ends) it could stop them from entering online matches until they can say that they stopped their habit. I know that sounds pretty useless, but it could also give extra points to the non-RQer, which would make RQing a bad idea in general. Plus it could ban them for a certain amount of time and make them lose points each time they ragequit, no matter how long the time in between.