

Strategy Enhancements for OOTP10

Current Situation

As it stands, there are 36 ways to set a team strategy in OOTP and they are shown in the following grid.

	Inning 1-3	Inning 4-6	Inning 7-8	Inning 9+
Ahead by 4+				
Ahead by 3				
Ahead by 2				
Ahead by 1				
Level				
Behind by 1				
Behind by 2				
Behind by 3				
Behind by 4				

The items you are able to alter in each of these 36 cases are as follows

Game Strategy

Stealing Bases, Base Running, Use Hit&Run, Use Run&Hit, Sacrifice Bunt, Bunt for a Hit, Use Squeeze Bunt Play

Pitching & Defensive Strategy

Pitch Around, Intentional Walk, Hold Baserunners, Guard Lines, Play Infield In, Play Corners In, Use Infield Shift

Substitution Strategy

Use Pinch Runners, Pinch-Hit for Position Players, Pinch-Hit for Pitchers, Hook Starting Pitchers, Hook Relievers, Favour L-R Matchup

For a player you are able to set

Offensive

Stealing Bases, Base Running, Hit & Run, Sacrifice Bunt, Bunt for Hit

Depth Chart Settings

Force Start at Position

Pinch Hit Settings

Never lift for a Pinch Hitter, Never use as a Pinch Hitter when tired

Pitching Strategy

Hook as Starter, Hook as Reliever, Pitch Count Limit

Strategy Enhancements for OOTP10

Future Strategy Settings

The system as it stands does a job, but there is a need I believe for an *advanced strategy* screen to further enhance it for people who play on-line or in sim mode.

Criteria for Strategy Settings

The current set of strategy criteria are too narrow and should equally be applied to both teams and individual players. I propose the following criteria to be able to be selected in any combination. Of course a team or player can have multiple strategies dependent on various conditions rather than the fixed 36 conditions there currently are.

Opposition Team

If you are in an online league and in the course of a week you face two teams you may need to set differing strategies – the first team may play in a pitcher friendly park so the batting strategy becomes altered.

Match Importance

This should be a drop down list comprising the following choices

- Spring Training
- Exhibition
- Regular Season game
- Playoff Place clinched
- In lead for Playoff place
- In contention for Playoff place
- Regular Playoff game
- Clinching Playoff game
- Elimination Playoff game

Opposition Pitcher

A variable length list of pitchers to which batting strategies apply

Opposition Pitcher Handedness

Opposition Batter

A variable length list of hitters to which pitching/fielding/defensive strategies apply

Opposition Batter Handedness Inning

A set of checkboxes covering 20 cases from top 1st to bottom 9th + top extra + bottom extra

Outs

A set of checkboxes

- 0
- 1
- 2

Bases

A set of checkboxes

- empty

Strategy Enhancements for OOTP10

- 1st
- 2nd
- 3rd
- 1st and 2nd
- 1st and 3rd
- 2nd and 3rd
- loaded

Field Settings

A set of checkboxes covering the standard field settings

Score

Text boxes to allow the entering of maximum and minimum score differentials

Once a set of criteria have been chosen, the user should then be able to edit various strategy sliders.

Batting Strategies

Work Count

Get Ball in Play

Swing for the Fences

Lay down Bunt

Take Pitch

Swing Away

Baserunning Strategies

Running Aggressiveness

Stealing Bases

Hit And Run

Run And Hit

Hold on Tag Up

Pitching Strategies

Pitch Normal

Pitch Around

Challenge Batter

Pitch Out

Intentional Walk

Hit Batter

Pitch Inside/Outside

Defensive Strategies

Guard Lines

Infield In

Corners In

Infield Shift to Left

Infield Shift to Right

Substitution Strategies

Insert Pinch Hitter for Position

Insert Pinch Hitter for Pitcher

Strategy Enhancements for OOTP10

Insert Pinch Runner
Relieve Current Pitcher
Pitch Count
Force Start at Position

Relevant to player only
Relevant to player only