Seeding Method - Explanation

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After comparing different qualifier seeding methods, we've come to the conclusion that the one that most accurately predicted the winner for the tournaments tested, that is, the method with the smallest mean error when comparing final standings to qualifier standings, was a variation of the Zipfian distribution or Zipf's Law (https://en.wikipedia.org/wiki/Zipf%27s_law).

Player placement on a map is defined as a function of the player's rank for that map and the mappool size, like so:

$$Map\ Placement(Map\ Rank, Mappool\ Size) = \frac{100}{Map\ Rank + (1.4 * Mappool\ Size)}$$

Overall placement for a player is defined as the sum of individual placements on each map:

$$Overall\ Placement = \sum Map\ Placement$$

This is identical to DrenchedProgram last year.

Qualifiers results/ranking for DrenchedProgram can be found here: https://o.culus.party/drenched-qualifiers