



SMART FOOTBALL RATING SYSTEMS, LEVELS AND ACHIEVEMENTS EXPLAINED

I. Rating System – Stars

The INSAIT JOY Smart Football uses stars to rate your performance in the drills. “N” stands for how many times you successfully performed the drill within time limit. After each session (whether you have completed 30s/60s or not), you will be receiving a rating.

Difficulty	Drills	Modes	☆☆☆ 0 star	☆☆☆ 1 star	☆☆☆ 2 stars	☆☆☆ 3 stars
Beginner	Toe Taps	30s	$0 < N < 10$	$10 \leq N \leq 30$	$30 < N \leq 60$	$N > 60$
		60s	$0 < N < 20$	$20 \leq N \leq 60$	$60 < N \leq 120$	$N > 120$
	Hat Dance	30s	$0 < N < 10$	$10 \leq N \leq 30$	$30 < N \leq 60$	$N > 60$
		60s	$0 < N < 20$	$20 \leq N \leq 60$	$60 < N \leq 120$	$N > 120$
	Tic Toc	30s	$0 < N < 10$	$10 \leq N \leq 30$	$30 < N \leq 60$	$N > 60$
		60s	$0 < N < 20$	$20 \leq N \leq 60$	$60 < N \leq 120$	$N > 120$
	Roll Tap	30s	$0 < N < 10$	$10 \leq N \leq 30$	$30 < N \leq 60$	$N > 60$
		60s	$0 < N < 20$	$20 \leq N \leq 60$	$60 < N \leq 120$	$N > 120$
	Pull Inside Push	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$
	Pull Lace Push	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$
	Inside Foot Push	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$
	Full Instep Push	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$

Advanced	Juggle	30s	$0 < N < 10$	$10 \leq N \leq 30$	$30 < N \leq 60$	$N > 60$
		60s	$0 < N < 20$	$20 \leq N \leq 60$	$60 < N \leq 120$	$N > 120$
	Pull a Vee I	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$
	Pull a Vee II	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$
Back Side Chop	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$	
	60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$	
Expert	Back Vee I	30s	$0 < N < 10$	$10 \leq N \leq 20$	$20 < N \leq 30$	$N > 30$
		60s	$0 < N < 20$	$20 \leq N \leq 40$	$40 < N \leq 60$	$N > 60$

II. Levels and User Activity Credits

1. What is Level in INSAIT JOY App?

Level reflects the user activity in the drills. It is awarded based on how much time you have been practising with the INSAIT JOY Smart Football. The more often you practice in the drills, the higher level you can get. However, it is not related to your ratings in the drills.

So far, the highest level you can have is Level 25. In Rankings => Activity, you can see a ranking based on the levels and total User Activity Credits from all users of the product.

2. How to level up?

To level up, you need User Activity Credits. Every time when you completed a training session (30s or 60s mode session) in a drill, you will be awarded a certain amount of User Activity Credits depending on the time (T) you've spent in the session:

- $T \leq 15s$, +5 User Activity Credits;
- $15s < T \leq 30s$, +10 User Activity Credits;

- 30s < T ≤ 45s, +20 User Activity Credits;
- 45 < T ≤ 60s, +25 User Activity Credits.

Starting from Level 1, your User Activity Credits will be accumulated. Once it reaches a certain minimum amount, your level will go up. See below:

Level	1	2	3	4	5	6	7	8	9	10	11	12	13
Credit	100	110	140	190	260	350	460	590	740	910	1100	1310	1540
Level	14	15	16	17	18	19	20	21	22	23	24	25	-
Credit	1790	2060	2350	2660	2990	3340	3710	4100	4510	4940	5390	5860	-

For example, if you want to reach Level 2, you need 100 User Activity Credits. From Level 2, if you want to go up to Level 3, another 110 User Activity Credits are needed. And so on until Level 25 which is the maximum level so far.

Therefore, if you want to level up faster than anyone else, try to finish each session of your drills, and challenge the 60s modes. The more sessions you trained, the faster you can level up.

III. Achievements

1. What are the Achievements in the INSAIT JOY app?

Other than the Level system, the INSAIT JOY app also includes an Achievement system.

Achievements, on the other hand, are related to your performance (ratings) in each sessions of the drills. The more sessions you had, and the better performance you made in these sessions, the higher Achievement you can get.

Unlocking a new Achievement means getting a new badge that can be displayed in the Achievement rankings and your homepage. In Rankings => Rank, you can see a ranking based on the Achievements from all users of the product.

2. How to unlock Achievements?

After each training session, you will be receiving a rating in stars (as explained in Section I). Depending on the difficulty of the drill (“Beginner, Advanced, Expert”) as well as your rating in this session, you will be awarded a certain amount of Achievement Credits. See below:

Difficulty of the Drill	Rating in each session	Achievement Credit
Beginner	★☆☆ 1 star	+10
	★★☆ 2 stars	+15
	★★★ 3 stars	+20
Advanced	★☆☆ 1 star	+25
	★★☆ 2 stars	+30
	★★★ 3 stars	+35
Expert	★☆☆ 1 star	+40
	★★☆ 2 stars	+45
	★★★ 3 stars	+50

In total the INSAIT JOY app has 9 Achievements divided into 36 Achievement Levels. Achievements are unlocked automatically with the Achievement Credits you have. Once it reaches a certain minimum amount, your Achievement Level will go up. Once your Achievement Level reaches a certain degree, you will be able to unlock a new Achievement and new Badges.

No.	Achievement	Achievement Level	Badge	Achievement Credit Required
1	Amateur	Amateur I		50
2		Amateur II		100
3		Amateur III		150
4	Academy	Academy I		200
5		Academy II		250
6		Academy III		300
7	Semi-Pro	Semi-Pro I		350
8		Semi-Pro II		400
9		Semi-Pro III		450
10	Professional	Professional I		500
11		Professional II		600
12		Professional III		700
13		Professional IV		800
14	Captain	Captain I		900
15		Captain II		1000
16		Captain III		1100
17		Captain IV		1200
18	Champion	Champion I		1300
19		Champion II		1400
20		Champion III		1500
21		Champion IV		1600
22	Veteran	Veteran I		1700
23		Veteran II		1800
24		Veteran III		1900
25		Veteran IV		2000
26		Veteran V		2100
27	Master	Master I		2200
28		Master II		2300

29		Master III		2400
30		Master IV		2500
31		Master V		2600
32	Legend	Legend I		2700
33		Legend II		2800
34		Legend III		2900
35		Legend IV		3000
36		Legend V		5000