



Configuration Guidelines

Rocket League

CONFIGURATION GUIDELINES

The following guidelines help deliver a safe, consistent, and manageable environment for esports participation by schools, students, players, and coaches.

LOGICAL / TECHNICAL

RECOMMENDATION:

Install on an Active Directory domain-joined PC where students have individual non-privileged domain accounts. Students should be part of a non-privileged Active Directory group.

ACHIEVED GOALS:

Students cannot destabilize the system with local installation rights. Students can update the game files without needed administrative permissions. Students personal configuration and settings are maintained without the need for complex configuration.

PROCEDURE:

When installing Rocket League via PC:

1. Download the installer for the Epic Game Launcher from <https://epic.com>.
2. Run the Epic Games Launcher installer as a local administrator; install to the default directory.
3. Optionally, install it to an SSD with 20+ GBs storage.
4. Once installed, run the Epic Game Launcher and login using a shared school account. We recommend esports@schoolname.edu.
5. Within the Epic Games Launcher, click on the Store tab, scroll down to Rocket League, and click Install. Note the installation directory.
6. After installation, set permissions on the Rocket League installation directory to permit read/write/delete for members of the non-privileged student Active Directory group.
7. Log out of the computer, and log in as a student.
8. Verify you can login to the Epic Launcher using a non-school student account, and can launch the game successfully.



ADMINISTRATIVE

Create a form requiring parents to grant explicit permission to players to play this game title.

Create a policy or let students know:

- Students should login to Epic with their own Epic Games account. Do not let students use shared accounts, as this violates the TOU and EULA for the software. It also prevents students from using customized controller layout, camera, and competitive settings.
- Students should not link their account for buying virtual currency or doing in-game trades. This requires students set up multi-factor authentication, divulging a mobile phone number to the developer.
- Advise students to select an appropriate in-game name or screen name. Avoid slurs, bigotry, profanity or offensive terms. Epic allows players to change their display name every two weeks; this name change should be approved by the school coach or coordinator, and failure to present an appropriate screen name is grounds for benching that player.

PHYSICAL

- Consider using whole-disk encryption such as Bitlocker to protect gaming data stored on school owned computers.
- Use domain-joined PCs to protect user information, and ensure proper use of Active Directory organizational units to segment user data folders from snooping.
- If using gaming laptops, consider Kensington locks to prevent theft.
- Maintain an asset database of equipment, and audit and verify equipment periodically.
- When disposing of hard disks from gaming machines used by students, ensure drive erasure with DOD-approved overwrites; alternatively, shred or destroy the hard drives when they reach end of life.
- Locate school owned gaming computers in a secured room, and operate only with adult supervision.