
Subject: GREAT IDEA --> A WAY TO FIX LADDER RANKINGS (and get your re
Posted by [Anonymous](#) on Tue, 14 May 2002 00:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Danip:Here's your flaw, again:A 50 people server gives the MVP 705 points.You only need to create a new WOL account, play and become MVP once.Suppose you get 10 'zero point' loses on 2 vs 2 games on top of that:now for the rating system:(705/11 = 64) + (705\1 = 705) = 869.Your flaw is, that you can blow up this new stats completely by having a single peak hihg point score, and lots of zero score losses.You'd call this measuerement of averages vs. measurement of mean value.Your AVERAGE may be very good, but your MEAN value sucks like hell (it would be pretty close to 0 in above case).Fill in anything in the above example. Maybe get not 705, but anything that would give you more than threehundred ladder points, would make it possible for you to become instant ladder leader.That is bad.First of all, no servers go over 40 players usually, stick to 300 pts on a 40 player server... And Now i notice you changed your story now, now you say 10 zero pt games, but you said 10 MVP games before + a 500 pts game.. Too Bad for that 10-50 win limit we been talking about huh?You changed your "Flaw story" 3 times now first lots of 2 on 2-5 min games, than 10 2 on 2 MVPs with a 40 player 500 pts win, now its 10 losses w/ 1 705 pt win.. you are too funny-Still want to challenge it?[May 13, 2002: Message edited by: AzWhoopin]
