Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by m1a1_abrams on Sun, 05 Mar 2006 23:57:54 GMT
View Forum Message <> Reply to Message

Continuing to reply to Aircraftkiller's thread over at n00bstories... Sniper de7 brings up a good point. The only part of the points system that is broken is the absurd amount of points that snipers and APC-type weapons get for doing little damage. Tanks getting points for the level of damage they do to other vehicles is perfectly acceptable, and also necessary due to the way Renegade works. I think it's a bad idea to only give substantial points on vehicle destruction, because firstly vehicles can be constantly repaired, but also you are free to exit your tank just before destruction. On occasion this might result in you losing your tank, but you know as well as I do that good players will be able to abuse this to great effect. You can already abuse it in Renegade, but the points you lost just for taking damage makes it much less worthwhile.

In short, changing the points completely to be more like the old RenAlert system is bad idea within the context of Renegade's gameplay. You didn't have Hotwires/Technicians keeping vehicles alive all game and you didn't have crappy maps like Under/Field etc which really need the points gained in tank battles to stay interesting. Is it not possible to just reduce the points gained by snipers and machine guns, while leaving everything else the same? While it's a noble aim to encourage base destruction within the points system, many of the stock Renegade maps are not very conducive to base destruction anyway... so you'll only be making the game less fun.