
Subject: Re: Coming soon -- I bet you never thought you'd see this
Posted by [StealthEye](#) on Thu, 14 Dec 2006 20:58:53 GMT

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First I would like to say it is nice to see the ladder functioning again. Good job.

Then let me list what is wrong with it currently imo

- Other game modes make it unbalanced. On coop for example, you can only go up in ladder (you will always win).
- The fact that it does not count the stats when the game is too short/you are not ingame long enough. If you are just too long in game, you will go down a lot, when you won a very short game the ladder will not even be affected.
- If you are in game shorter then someone else and you have made more points then him, you can end up lower on the ladder. I guess the points should be divided by the ingame time or something.
- The fact that it is based on the sum of the ladder points means that if you play a lot you will get a better position than when you do not.
- Friendly kills are not correct, it shows that I have killed friendlies, but I'm 100% sure that I have not been on servers which allow that, and I'm 100% sure that I did not get any messages about killing friendlies...

I think something like $\text{totalscore} / \text{ingametime}$ would work, filtering out ladder points gained longer than x days/weeks and only adding you to the ladder when you have played more than y games.

Maybe it would be good to somehow compare the scores to the other players' ranks and scores in the server, but I have no clear idea of a proper formula for that.
