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Subject: Re: Suggestion for the forums

Posted by [Goztow](#) on Wed, 14 Feb 2007 07:35:20 GMT

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MaidenTy1 wrote on Wed, 14 February 2007 04:58My input:

If you want the ladder to define skill as best as possible, forget individual score, forget k/d. Only two things are important and everything else is trivial by comparison:

1. whether your team won
2. who you're playing vs.

Therefore, I think all players on the winning team should get equal points, which should be determined by the highest ranking opponent (or maybe an average rank of the opponents, but that'd be tricky to do, presumably). I also think you should only receive points if you were there at the start AND the end of the game (or maybe for at least 80% of the game's duration). Otherwise chances are you weren't really the reason your team won. However, you should still lose points if you were on the losing team at any point during the game.

No points whatsoever for co-op games, that's like getting points on an RTS ladder for beating a Medium Army.

Hmmm intresting. TK2's I-CW (a sort of training) has a similar system that I thought out. Here's how that ranking system works:

Quote:How does the ranking system work?

There are some basic rules for the ranks:

30 points to win per team, per map. We divide 30 by the number of buildings. On islands, for exemple, there are 3 buildings so that will be 10 points per destroyed building. If NOD destroys 2 buildings and gdi one, all gdi players get 10 points and all nod players get 20 points.

On Field there are 4 buildings, so that means 7,5 points per destroyed building. The system is easy and fair.

A ped nuker will cause all his team members to get 30 points (ped nuke destroys all buildings).

Last but not least: the team that wins on points will get 5 extra points. That's one point less than u can get by destroying a building on a map with 5 buildings.

You can find some more info here:

<http://www.thekoss2.org/article.php?menu=i-cw&cat=Rules/FAQ>

It would also be intresting that the amount of points (30 in our I-CW) u can win per game would be theoretically the same in a 10 player as in a 50 plkayers game. Basing the max amount of points distributed on the enemy team's composure (as u proposed) could do just that.

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