Subject: Re: Suggestion for the forums
Posted by i0ncl0ud9 on Thu, 15 Feb 2007 05:45:36 GMT
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MaidenTy1 wrote on Tue, 13 February 2007 22:58My 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.

I think this could be a good start to forming an ideal ladder for public servers..More important than formulating a new equation for the ladder would be to manipulate some of the ways you can get points in game... Icyy did this, and with what he was able to change, did a decent job. The only problem with this idea is that he told me that a lot of the things were not changeable... If you were somehow able to reduce the amount of points for hitting a building, possibly by as much as 3/4, but probably just half, and reduce the amount of points you get for repairing a building proportionally, so that its still 1/2 of what is earned for hitting a building, it would be much harder for building whores and repair whores to be successful... Also, in my opinion, the amount you get from hitting any enemy tank, should double. The way Icyy attempted it, he increased the points you got for killing an enemy vehicle. However, this was a problem because people would just wait and steal vehicle kills in his server. Another thing that should be adjusted is the amount of points recieved from killing characters... Right now, it ranges from 3 to 99. I think that if this was changed to 25 to 250, (without providing an exact table of values for specific characters at this point) the incentive to use infantry would increase. In return, take away the points that a ramjet, regular, sniper, soldier, etc are able to get for hitting vehicles with doing basically any damage...   Theres a lot of other things to think about, but I dont have time to write them all right now. If anyone has any idea on how to change some of the things I talked about, speak up. If its not possible, then something else needs to be thought of.