
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Sat, 24 Mar 2007 21:32:59 GMT
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the amount of points each level is worked out like:

points = $200 * (1.3^{(level-1)})$

you will get a gun at level 10. probably repair gun or something. at level 20 you get a shotgun at level 30 you get a weak rocket launcher at level 40 you get an extra bit of c4.

for each level you get your level amount of extra health and armour eg:

my level is 6, i get 6 more health and 6 more armour on any of my charaters.

i am also going to make commands to stop people from buying vehicles, charaters or powerups(beacon).

i still, as of yet, know how to get the vehicle factory build a vehicle on demand. i am going to make a commander for each team.

i have a point system as well.

the charaters are going to have "levels"

the free charaters are going to be level 1

the middle row will be level 2

and the heros will be level 3

the vehicles will start at level 4 and go up like so.

so, if a level 1 charater kills a level 5 vehicle they will get alot of points. if a level 5 vehicle kills a level 1 they get hardly any points.
