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Subject: Re: Anyone remember me? I worked on Renegade and SS at Westwood...  
Posted by [LordMot](#) on Wed, 09 Apr 2008 14:17:07 GMT

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reborn wrote on Wed, 09 April 2008 02:41 I played it, it was amusing. I am curious how you would re-team players when there team loses. I mean, if there are six teams and you know that you will be re-teamed anyway if you lose, you might tactically lose at some point to ensure you're on a particular team.

Logically you would re-team someone who has lost to the lowest ranked active team. But an early suicidal base might mean that the lowest ranked team suddenly becomes allot stronger. Perhaps re-distributing the players from the team that lost one by one to other teams based on the teams current rank (taking into account there team rank each time each player has been redistributed) might be helpful. But this could then lead to someone who has played awfully getting an eventual win, which is demoralizing for players that are better. Unless maybe the end-game rank takes into consideration how many times a player had to be re-teamed...

What are your intentions on this? I am genuinly interested in this potential dilemma.

Hi reborn.

At present, teaming and reteaming is random although you are assigned to the smallest team. Some other teaming mechanisms that may be incorporated in future are:

- \* Balancing teams for skill (based on rank points)
- \* Manual teaming - later on a server option will allow team selection so that you can play with your friends.
- \* Clan support - clan vs clan. I'm excited to have 6 clans battling it out. I may even expand the number of teams above 6.

The current implementation with the reteaming has a couple nice features:

- \* Players are active throughout the entire game, because they are reteamed.
- \* Players are motivated to play for whatever team they are on, because points are only earned when another team is defeated. Hence even if you are down on points after your team is defeated, you still have a chance to get into positive points territory on the next team. I.e. you are always motivated to fight hard for your current team.

But anyway, team dynamics will be iterated on to ensure fairness and enjoyability. I'm aware that this is a very important factor.

Cheers,

LordMot a.k.a. CodeMonkey