
Subject: Re: Fuck the new system to get unlocks in TF2 is gay!

Posted by [DutchNeon](#) on Wed, 03 Jun 2009 08:05:14 GMT

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CarrierII wrote on Mon, 01 June 2009 20:04: The best system is to do with performance scaled by time, that's for sure, something like:

% of games with kill count in top 3 (Or other performance measuring statistic) / total time playing (as that class or all classes (that is, total time spent playing TF2 online) depending on whether one-class playing should be encouraged)

Putting total time on the bottom means that people who play all day and night will get their unlocks at about the same speed as a good, but irregular player. (I assume that an individual does not dominate every game they play)

This does leave mid-range ability players who don't play often (IE, casual gamers) in a bad place though, unless you took that number as a "currency" value, and you could agree to "buy" (IE, trade in your points for an unlock) with the relative ability of an unlock (better ones being worth more) taken into account. Might lead to some smart ass working out how many points are likely to get you the best unlock. Giving them a value also makes trading with other players good.

(I don't play TF2, by the way, I'm just applying common sense)

Sadly, That kind of system is so easy abusable in Team Fortress 2. There are servers aimed at achievements, often including bots. You are forced to turn 'SV_Cheats' on to spawn bots, which will eliminate the possibility to get unlocks and achievements, but by turning off the 'SV_Cheats' command after spawning the bots + rejoining your (own) server, the server will think bots are just real persons, as 'SV_cheats' is off, letting you kill not moving 'enemies' fast, and getting stats fast, including unlocks and achievements.

Example of such thing:

<http://www.youtube.com/watch?v=ej6aYfifZWE>
