
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [CarrierII](#) on Wed, 09 Sep 2009 08:23:43 GMT

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I think we're being too critical, and not reading carefully enough. (If one pays attention in a certain subforum, R3 is dyslexic).

I think he means that because it's not HARD to get lots of points in an art (point and click), you should get less. (IE, art should score less for whoring because it's too easy to do).

Or, more generally, the game rewards the wrong strategies, perhaps best exemplified by the fact that the tech supporting the art will get ~300 points to the art's 3000+. Maybe less for the tech, if the art isn't being attacked (Say, Islands: Art --> GDI Ref).

He's probably right, the correct (IMO, anyways) scoring system would probably be exponential, on how your points are earned. The more you whore the building (This is codable also, simply look at how many points a player has earned in what way in the last few shots (won't work for the flamer though - but that doesn't tend to be a whoring vech...)) the less you should earn for it, the first shell should give 30, the next 29.9995 (Rounded up to 30), the next 29.9990 (Also up to 30) etc (The numbers are arbitrary, it's the principle).

Also, for other situations, such as the repair gun, it would be better to make the points earned on a scale which GROWS exponentially, thus techs are rewarded for sticking with a boring, but useful and indeed essential job. (And helps to prevent sieges, as the same techs will be pulling in more points than the shelling team)

Thus, it will not pay to, in the long run, just be satisfied with pinning GDI in (Field is a prime example), because eventually the MRLS or meds being used in defense will be making more points than your whoring. You should've used the tenish minutes that you had to get a rush together. It would create more active gameplay, because a siege would ultimately fail. That does however need to be balanced, a siege shouldn't be useless instantly. Ten minutes is ample to create a rush or try to make their techs/hotwires run around (Say, Hourglass, I've lost count of the number of games I've won as Nod where we shell the ref, then the WF, then the PP, and the hotwires aren't coordinated and at least one goes down).

It would prevent stagnation of gameplay, which would, as a further side note, appeal to UT3 players, as that has very active gameplay, with no real pitched battles, everything keeps moving.
