Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate
Posted by R315r4z0r on Wed, 09 Sep 2009 16:53:12 GMT
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Spoony wrote on Tue, 08 September 2009 23:20R315r4z0r wrote on Tue, 08 September 2009 21:49Clearly how? People who put their effort into acting together with their team to accomplish the task at hand should be rewarded more points than someone sitting at the front of the GDI base in an artillery with a paperweight strapped on their mouse button.
one would think the artillery user would be rather quickly killed in this situation?
People complain when I make really long posts that explain, in detail, what I'm trying to describe. So, lately, I've been trying to say the main ideas and take it that the people reading what I'm posting are intelligent enough to understand a hyperbole when they see one. (It's an exaggeration of the truth that is used to help convey an idea or point.)

Spoony wrote on Tue, 08 September 2009 23:20R315r4z0r wrote on Tue, 08 September 2009 21:49Winning the game should be about destroying the enemy team's base. Points are just a fallback.
you have the option of marathon games if this is what you think.
No, Marathon games are different. You can't fall back on points in a Marathon game. In a Marathon game, you have to destroy the enemy base. In a normal game you just have to try your best to destroy the enemy base. What I was trying to explain was a way to make it so people wont get fed up and rely on their points to win a match.

Perhaps an alternate idea would be to make it so that people can't see their points earned at all. If someone doesn't know if they are winning or not, then they are most likely going to keep giving their full effort.

Quote:an arty will do full damage to a building but get less points, but the people repairing the building will get full points for repairing it
how much are you talking about slashing it, hopefully not more than half? if so then you're giving the enemy the points you earned from damaging it right back to them
That's a given, don't you think? It just be retarded to change the balance that way.

Quote:long-ranged vehicles are able to do more damage from further away, but in order to achieve this they must stay back or they will quickly be destroyed by short-ranged vehicles
it's like you're saying that kills from a ramjet should be worth less than kills with a mobius gun because it's easier to get more kills with a ramjet; it makes no fucking sense, and it would offset the game if they tried to implement a system that gives points out based on shit that doesn't have to actually happen in the game
You keep saying things like "it makes no sense" or "the game wont work like that," but I have yet to see a single reason for that point. Why wont it work? Why doesn't it make sense? Give me an example of why you think that?

It makes perfect sense to me and it doesn't seem very game breaking or play altering. People would play the same way regardless of the points they gain (within obvious reason, of course).

As for what Carrier said: He understands the basis of what I'm saying. In fact, he explained it better than I did.

Things that are easy to do shouldn't reward you as much as things that are harder to do. That's my bases of what I'm trying to say. The ideas I've been coming up with in the thread aren't necessarily ideas I'm essentially keen on myself. They are just examples of what may or may not play to what I have in mind.

Also, to make something clear, I have no problem with people artillery camping. I find it a fun scenario on both sides, especially on GDI's side trying to figure out ways to break their lines. But what I'm trying to explain is that artillery camping is probably the easiest and most effective strategy in the game, and coincidentally, the most point rewarding strategy as well. Something easy shouldn't give you the most points (unless it's something of importance, such as repairing a structure or friendly unit.)