Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by liquidv2 on Sun, 04 Oct 2009 18:33:33 GMT
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the pointmod is optional, that's a fact
clanwars servers won't have to use it if they don't want to unless spoony wants it

they're thinking up ideas to make the pointmod easier for new players, and their thought is that giving more credits per points gained would be good
(and this would probably be an option as well, a server wouldn't have to use it if they did not want to)

so a grenadier shooting the ref on volcano would get like 16 points per shot instead of 8 or 7 or whatever, or maybe 10 points per shot if they don't have it doubled

i think this will help better players more than newer players because they're generally doing more as a whole so they're going to be earning the extra income more than newer players
so it helps everyone but it helps who's doing the most more, and it could help new players learn (which is always a good thing)

i dislike things like the veteran system on atomix because good players get increased armor and health as they do better and it makes the lesser players do even worse; if you apply that same thinking to credits and points it would have kind of the same effect, but there's no real way to make things easier for newer players without making it easier for better players who will in turn do even better than the newer players

but, if they can learn from it, then it's not such a bad thing