Subject: Re: Ideas to help newcomers/people joining a server mid-game
Posted by CarrierII on Wed, 07 Oct 2009 15:48:02 GMT
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Spoony wrote on Wed, 07 October 2009 14:18CarrierII wrote on Tue, 06 October 2009 17:01My point is there is no incentive to do it, if one is playing for ladder, under any points system, or even any ladder system (Spoony's planned new ladder (Pre-empt against flaming here, DON'T EVEN THINK ABOUT IT) penalises all of the losing team the same number of points).

If I repair tanks all game, I help my team win, yes? (Let's assume that tank repair is a vital part of any map strategy, I think that's reasonable)

I get 1/2, maybe 1/3 of the points the tank drivers get. Should my team win, I get <= 1/2 of the ladder they get, despite the fact I enabled their success. Should my team lose, under the current system, I lose more, for contributing! Under Spoony's proposed system, at least losing is fair...

What incentive is there for competitive players to repair often? None. Why should they then? They won't, game theory states you should go for the most possible points, because that's best under any points/ladder system, yet tank repairers esp do not get this reward.

The result? No one repairs as often as is needed, that causes worse playing experience. Try a larger organised game, they're awesome.

1. why repair friendly tanks? because it's a great help to your team winning the game.
2. why help your team win the game? because it's the only way to get ladder.
3. under my ideas to revamp the ladder, individual score will only mean anything if your team wins.
4. why get less points repairing tanks than the tanks are getting? because they're the real powerhouses, you're their backup.

You all missed the point, there's no motivation to do it. A player playing for ladder tries to maximise their points --> tank. Unless you can talk everyone into taking turns with driving the tank vs repairing the tank, only one mindset is going to get you high on the ladder...