
Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Goztow](#) on Thu, 24 Dec 2009 07:55:56 GMT

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R315r4z0r wrote on Thu, 24 December 2009 08:44 Points aren't so much directly related to base damage as you might be implying.

You can, for example, be winning the battle but have less points. It has happened to me in the past many times. I've lost games I was about to win via base destruction because the time ran out and the other team won because they had more points.

ONLY BECAUSE OF POINTSBUG. In 99 % of the times, this will not happen with pointfix.

Maybe you've stopped caring about points because they never made any sense due to pointsbug?

R315r4z0r wrote on Thu, 24 December 2009 08:44

You can get points more ways than attacking the base, that's why they aren't a direct relationship to base damage.

While this is true, with pointfix the points for damaging a building are far more important than those for damaging anything else. Without pointfix, the opposite is true.

Quote:In fact, probably the most common method of getting points involves the exact opposite of attacking the enemy base: repairing your own base. You can spend the entire game repairing and end up in the top 5 of a match.

Only if the others have they fingers up their ***.

Quote:Now, I'm backing you up here. It is a good thing to implement. But realize, points are not in a direct relationship to damage dealt. The points fix will make it more fairly proportional, however it will not make it directly involved because there are just too many variable things that can happen that give off points without actually attacking the enemy base.

If you mean not directly related to damaging buildings, then you're right. But see my previous reply for that.

Now to open it up a bit more: do you care about the credits you get in a game? Credits determine directly which units you can get and hence influence the odds of base destruction. Points are directly related to credits.
