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Subject: Re: Measuring and rewarding team work programatically?

Posted by [Spyder](#) on Wed, 22 Sep 2010 17:41:05 GMT

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Just...WOW! This is fantastic!

I think that this will indeed encourage teamwork. Nowadays people are only point- and killwhoring to get their individual veteran points, but they keep forgetting that they have to work as a team to win the game.

With this idea the players get the feeling that they actually earn a reward for working together. Who doesn't want any extra's? Everyone's in for some more damage or health regeneration.

However, you must keep in mind that this would only work for certain characters/vehicles. Imagine this, we're playing Field and the tunnels are crowded with Stealth soldiers, snipers and sakura's. This would give the NOD players a big advantage over the GDI players. Eventually GDI will start complaining about unfair gameplay. The same goes for vehicles whoring the base entrance.

On the smaller maps this system might be very rewarding, but the maps like Under, Field, Mesa etc. will give one team a big advantage over the other team. This will then result in unfair/unbalanced gameplay.

So here's my conclusion. It is a great idea, but you still need to think about it very well. It must not ruin the gameplay.

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