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Subject: Re: Measuring and rewarding team work programatically?

Posted by [Spyder](#) on Wed, 22 Sep 2010 21:34:16 GMT

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I have thought some things over and actually it seems quite balanced. If a group of vehicles attacks the same building, they get a 10% damage upgrade, but you could compensate that bonus by giving the opposing team an upgrade which makes them repair faster when repairing with multiple players at a time.

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