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Subject: Re: Measuring and rewarding team work programatically?

Posted by [reborn](#) on Fri, 24 Sep 2010 05:40:19 GMT

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troopr02 wrote on Thu, 23 September 2010 19:29

What I meant by RTS, is that its not upgrade based like CoD only because upgrades aren't kept after the round is over...but that every map will still have a tiered progression path which Renegade wasn't designed for (the idea instead being a rock paper scissors type gameplay).

GEORGE ZIMMER wrote on Thu, 23 September 2010 22:47

Renegade's actually been all about "upgrading" your character. Vehicle, now THOSE should not get any upgrades. They weren't intended to be like that.

I'd like to see what taking the upgrade system even further does, like only unlocking the tiered rows of infantry & vehicles available once certain team based objectives are completed...

Perhaps even stuff like it takes for your team to have to of killed the enemy harvester before you get a trickle...

It's harmless to start from scratch and have a think about it.

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