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Subject: Re: Measuring and rewarding team work programatically?

Posted by [snpr1101](#) on Fri, 24 Sep 2010 07:16:37 GMT

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GEORGE ZIMMER wrote on Thu, 23 September 2010 21:47trooprm02 wrote on Thu, 23 September 2010 18:29reborn wrote on Wed, 22 September 2010 14:27It's not even enough of an advantage to stop a player from enjoying the game

Well, after playing Renegade on pure servers, and experimenting the last couple on server that run the Veteran system, I can tell you ever single version of it has been overpowered. Especially "basic" stuff like HP/armour upgrades to inf/vechs, both DRAMATICALLY change gameplay (compared to stock ren), let alone a team based version

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). Actually, Renegade was intended to have a ton of upgrades... and rock paper scissors my ass. The basic soldier is at a huge disadvantage to other, purchasable classes. Though amongst the basic infantry, he's the best, which hardly gives off a rock paper scissors feel.

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.

How does one upgrade to a Medium Tank? How do you upgrade a SBH? I was under the impression that different units are used for different situations. Each character and unit in Renegade is unique and one does not upgrade the other. The mod is proposing to give small offensive and defensive benefits to your current unit. It's not trying to replace or add to a supposed "Renegade character and unit upgrade game mechanic" because there's no such thing.

I also agree that Renegade and it's units are not based upon rock paper scissors. Again, I think it's all situational. As you suggest, a soldier may be at a huge disadvantage to another class (i.e sniper). Slower bullet speed + distance = minimal damage output. However if you shorten the range between the two the situation changes. RoF of Auto Rifle at Close range + HS = dead sniper.