

---

Subject: Re: Measuring and rewarding team work programatically?

Posted by [trooprm02](#) on Sun, 26 Sep 2010 03:20:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

GEORGE ZIMMER wrote on Thu, 23 September 2010 21:47: trooprm02 wrote on Thu, 23 September 2010 18:29: reborn wrote on Wed, 22 September 2010 14:27: It'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.

That's not always the case...sometimes a cheaper inf/vech is the best way to kill a more expensive one. About free inf, there is a rock paper scissors feel between themselves. I think you really have to understand the game dynamic before you see it the way I do (im not saying you don't know what im saying, but if you've never played in higher, competitive games, you would have never seen it yourself).