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Subject: Re: Measuring and rewarding team work programatically?

Posted by [Jerad2142](#) on Thu, 30 Sep 2010 19:48:22 GMT

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GEORGE ZIMMER wrote on Thu, 23 September 2010 20:47trooprm02 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.

I disagree, the GDI grenade launcher rapes the Nod Rifle infantry in many situations.

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