Subject: Re: BHS Ladder
Posted by i0ncl0ud9 on Wed, 27 Oct 2010 21:28:36 GMT

It would not be that hard to create a global ladder to be fair for everyone.

Decision makers would just need to get together and decide what the most important things to include are, understanding that there is no way that every factor you could think of varying renegade gameplay cannot be accounted for.

If it gets to the point where the ladder is ready to be implemented and the main problem holding it back is the mathematical part of it, (trying to make it "fair", and which factors to include, not to include). I would be more than happy to help out.