
Subject: Idea of new gamemode/gameplay. Possible?

Posted by [rrutk](#) on Wed, 06 May 2009 14:52:31 GMT

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I've an idea of gameplay change. Would it be possible to realize?

From my point of view, winning through pointwhoring isnt a smart way to win a game, although I do it too. But it is boring and less skill is needed in pointgames then in marathon.

Furthermore are the players of the team less in points so often very quick demotivated, if they see, they have no chance to win by points anymore or ped/complete base destruction. Its annoying to be in this situation.

Why not about this:

Standard 1-Hour Games:

If no total base destruction/ped occurs, the winner is the team with MORE BUILDINGS REMAINING.

If the numer of remaining buildings in GDI/Nod is the same (deadlock), THEN the score will make the decision.

This way the following would happen:

- Buildings get a revaluation
 - Pointwhoring isnt so important anymore
 - there will be higher motivation up to the last second for both teams to go and destroy buildings
 - let buildings die because of the "damn pointwhoring" will be stoped
 - more skill is needed ingame
 - more teamplay is needed ingame
-

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [mr£Ä\\$Ä-z](#) on Wed, 06 May 2009 15:11:59 GMT

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yes its possible on some ways, you can also do it with Reborn´s (guy) Point System

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [RTsa](#) on Wed, 06 May 2009 18:25:29 GMT

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rrutk wrote on Wed, 06 May 2009 17:52Standard 1-Hour Games:

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 - there will be higher motivation up to the last second for both teams to go and destroy buildings
 - let buildings die because of the "damn pointwhoring" will be stopped
 - more skill is needed in game
 - more teamwork is needed in game
- We actually have this kind of scoring system in TK2 internal clan wars. And indeed, it's a rather good system. Not saying it should simply be changed to that though.
-

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Prulez](#) on Wed, 06 May 2009 18:33:18 GMT

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I thought TT was not going to change Renegade Gameplay, just solve glitches, bugs, add new things like a map downloader, fix the current horrible netcode and get some proper Anti Cheat going.

I doubt TT is suitable for this, or will actually do this.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [StealthEye](#) on Wed, 06 May 2009 18:49:50 GMT

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Although I think it's a good idea, I don't think TT should touch this. It's probably possible to make a server side modification to do this though.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Genesis2001](#) on Wed, 06 May 2009 19:56:51 GMT

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[StealthEye](#) wrote on Wed, 06 May 2009 11:49: Although I think it's a good idea, I don't think TT should touch this. It's probably possible to make a server side modification to do this though.

You beat me to replying to this!

lol

Subject: Re: Idea of new gamemode/gameplay. Possible?
Posted by [mr£Ä\\$Ä-z](#) on Wed, 06 May 2009 20:16:48 GMT
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Quote:fix the current horrible netcode and get some proper Anti Cheat going

I always love it to hear that

Subject: Re: Idea of new gamemode/gameplay. Possible?
Posted by [rrutk](#) on Wed, 06 May 2009 22:29:48 GMT
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no, of course it should not be changed completely.
was just a question, if it is possible to code.

if so, it should be an option in FDS.

Subject: Re: Idea of new gamemode/gameplay. Possible?
Posted by [saberhawk](#) on Thu, 07 May 2009 01:33:42 GMT
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rrutk wrote on Wed, 06 May 2009 18:29no, of course it should not be changed completely.
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A new (optional) gamemode where everybody is a pleco that fires live nuclear strike beacons is definitely possible to code; that doesn't that we are going to do it.

Subject: Re: Idea of new gamemode/gameplay. Possible?
Posted by [slosha](#) on Thu, 07 May 2009 03:43:18 GMT
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great idea

Subject: Re: Idea of new gamemode/gameplay. Possible?
Posted by [RTsa](#) on Thu, 07 May 2009 07:48:15 GMT
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AWESOME!

Do I see another roofgnomes topic coming out of this?

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Dover](#) on Thu, 07 May 2009 09:07:39 GMT

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Saberhawk wrote on Wed, 06 May 2009 18:33rrutk wrote on Wed, 06 May 2009 18:29no, of course it should not be changed completely. was just a question, if it is possible to code.

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My hopes and dreams, crushed... >:[

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [ArtyWh0re](#) on Thu, 07 May 2009 09:36:05 GMT

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I think its a great idea and should have also been that way.

Point whoring is just dumb and requires no skill.

If that is all it takes to win a game of Renegade then I might aswell play a different game which requires more skill and fun like quake etc.

Thats my opinion.

Also what I find irritating is that when I have spent the whole game battling the other players and am

clearly the most valuable player on the team some one else gets the MVP for just sitting in a tank far away ponitworing the building letting evryone else do the work.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Jamie or NuneGa](#) on Thu, 07 May 2009 15:48:32 GMT

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the current point system encourages tank fights in order to allow pointwhoring to take place, renegade is a tank game. Plus tank fights are one of the few areas of ren where cheats are still easy to detect.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [EvilWhiteDragon](#) on Thu, 07 May 2009 20:14:31 GMT

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m00nLiTe wrote on Thu, 07 May 2009 11:36 I think its a great idea and should have also been that way.

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You know that by pointwhoring you actually help your team, simply because you're keeping at least 1 player occupied of the enemy team, you're getting points and last but certainly not least, you might kill a building.

Try killing a building in quake, if you like that more >.>

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [RTsa](#) on Thu, 07 May 2009 20:28:45 GMT

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By only whoring one building you're actually keeping less than one player busy, at least in larger games. As for example, if three arts whore a building, two hotties can keep it up.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Di3HardNL](#) on Thu, 07 May 2009 21:10:34 GMT

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I think its a pretty good idea rrutk. This would make the game much more challenging!

I hope some servers will be able to implent this gameplay change

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [ArtyWh0re](#) on Thu, 07 May 2009 22:12:05 GMT

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EvilWhiteDragon wrote on Thu, 07 May 2009 15:14m00nLiTe wrote on Thu, 07 May 2009 11:36 I think its a great idea and should have also been that way.

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I understand that a pointwhorer will keep some players occupied by repairing a building but does that mean they deserve to get MVP?

The main reason why so many players do this is to get MVP or a hell of a lot of points.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Dover](#) on Thu, 07 May 2009 23:01:01 GMT

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- 1) Turn off engineers repairing buildings in the options menu.
- 2) ???
- 3) PROFIT!!1!

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [liquidv2](#) on Fri, 08 May 2009 03:20:49 GMT

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Saberhawk wrote on Wed, 06 May 2009 20:33A new (optional) gamemode where everybody is a pleco that fires live nuclear strike beacons is definitely possible to code; that doesn't that we are going to do it.

why the fuck not

that would be the best crate ever

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Lone0001](#) on Fri, 08 May 2009 03:37:22 GMT

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Tbh that would be possible for someone to make now imo.

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Goztow](#) on Fri, 08 May 2009 06:33:34 GMT

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Lone0001 wrote on Fri, 08 May 2009 05:37Tbh that would be possible for someone to make now imo.

That's what i thought: should be possible server side, no? Example: give the team +5.000 points for each building that gets destroyed. Idea implemented!

Subject: Re: Idea of new gamemode/gameplay. Possible?

Posted by [Lone0001](#) on Fri, 08 May 2009 06:58:03 GMT

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Saberhawk wrote on Wed, 06 May 2009 21:33rrutk wrote on Wed, 06 May 2009 18:29no, of course it should not be changed completly.

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if so, it should be an option in FDS.

A new (optional) gamemode where everybody is a pleco that fires live nuclear strike beacons is definitely possible to code; that doesn't that we are going to do it.

I was talking about this but yeah the other thing would be possible too.
