
Subject: Top 5 indicators

Posted by [Crimson](#) on Tue, 07 Jul 2009 11:53:31 GMT

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I'm putting together a contest for the community and I am trying to determine which of these factors are worth rewarding. I want 2 of them to be something you don't have to play an outrageous amount of games for and 3 to be for people who put in a LOT of time. The time frame for this would be one month.

Ideas:

- 1) Number of games played (>2 minutes)
- 2) Win / Loss ratio
- 3) Kill / Death ratio
- 4) Total number of points earned
- 5) Building Kills
- 6) Vehicle Kills
- 7) Successful beacons

Which of these would motivate you to try to win them if the prize was worth the effort? Do you have any more ideas for stats?

Subject: Re: Top 5 indicators

Posted by [Altzan](#) on Tue, 07 Jul 2009 13:11:27 GMT

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- 1) Number of games played (>2 minutes)

This one's OK

- 2) Win / Loss ratio

This one's good for the "easy to get" category because it also depends on the team.

- 3) Kill / Death ratio

This one's good for the hard workers.

- 4) Total number of points earned

Not sure about this one, it might encourage pointwhoring.

- 5) Building Kills

Depends... will there be a way to make sure it goes to the person who damaged the most, not the one who finishes it off?

- 6) Vehicle Kills

Same as above.

- 7) Successful beacons

This is a good one, hopefully it will motivate people to plant successful beacons.

I can't think of other categories except perhaps Successful disarmings (of beacons) and perhaps the most repairs (of buildings, vehicles, etc.)

Subject: Re: Top 5 indicators
Posted by [futura83](#) on Tue, 07 Jul 2009 13:18:43 GMT
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I'd say you've also gotta include repairing, as repairing is as important a part of the game as attacking is, and for repairing (vehicles anyway) you get very few points.

Subject: Re: Top 5 indicators
Posted by [luv2pb](#) on Tue, 07 Jul 2009 19:10:19 GMT
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2,3 and 5 for skill

6 and 7 are not bad but typically are not team efforts

1 and 4 for playing a lot

Another idea who be to penilize (in addition to rewards) people who lost characters, vehicles and beacons disarmed. Reward for beacon disarms might be a possibilty too. Straight play time would be a cool factor as well.

You could also factor points AND credits too. I don't know how complex you are going to go but if you want to go crazy you could change the reward values for variables like a dead buildings.

Ex: kill a sak when they have no hand = more reward.

Subject: Re: Top 5 indicators
Posted by [Crimson](#) on Wed, 08 Jul 2009 02:57:07 GMT
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Well, I want a couple that are earned by playing a lot, and a couple that are earned by skill. And I'm trying to avoid doing any excessive coding because it will delay being able to hold the event. Repair points might be do-able without too much time added in development, though.

Successful beacons should be worth a few disarmed ones as far as penalizing goes, though.

Subject: Re: Top 5 indicators
Posted by [Goztow](#) on Wed, 08 Jul 2009 16:19:42 GMT
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They're all very easy to push, actually, unless you limit the contest to a few servers. And even then...

1) Number of games played (>2 minutes)

join an empty server with your friend, play 2 minutes, one leaves and rejoins

2) Win / Loss ratio

same as 1, but make a few points

3) Kill / Death ratio

same

4) Total number of points earned

This favors the huge servers as well as the marathon servers a lot and favors the co-op servers even more. Remember when WOL ladder was still online and those servers biased teh hell out of the ladder? This works if you compare it on one server, not if you compare it over multiple servers

5) Building Kills

Maybe, but one player can kill 95 % of a building and the other finishes it off...

6) Vehicle Kills

same as 5

7) Successful beacons

same as 1

The least tha would need to be done is to limit it to certain servers with, but even then I think the winner will be someone who at least partially exploits the algorithym.

Possible alternative: give points to players of the winning team, with at least 3 players on the team. But that also needs more thinking.

Subject: Re: Top 5 indicators

Posted by [Herr Surth](#) on Wed, 08 Jul 2009 16:32:41 GMT

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score/minute

Subject: Re: Top 5 indicators
Posted by [Goztow](#) on Wed, 08 Jul 2009 17:14:15 GMT
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so say we all. wrote on Wed, 08 July 2009 18:32score/minute
Somewat better, but art and mrl whoring ftw? Actually, if u want to award time played, then that's easy: check the amount of time someone was in a game where he earned minimum xx percent of the team's points. Exempla: 10 players on a team that scored 1.000 points at game end --> player had to score minimum 50 points ($1.000 / (10 * 2)$) and you check how mch time he played that game.

Subject: Re: Top 5 indicators
Posted by [Crimson](#) on Wed, 08 Jul 2009 21:40:57 GMT
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This would only be on my server (n00bstories).
