Subject: Tournament Suggestion
Posted by liquidv2 on Sun, 18 Oct 2009 04:07:37 GMT
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it seems that some clans and communities have a hard time getting 10 players together at a given time (people have scheduling conflicts and timezone differences and things outside of renegade to do), and someone came to me with a thought about it
so what if a team was allowed 3 bot players per match if they had at least a minimum of 5 of their signed-up players show up

it would mean that the majority of the team is from the community itself while still building the team closer to 10 players for the match

it seems sacrilegious to let players from clans and communities play for other teams but the fact remains that many players do play in or at many different communities and that in many cases it was difficult for people to pick which community to play for in the first place

i would be thrilled if another community asked me to play with them for a match
the point is to play and have fun, and i'd like it if communities had an easier way of fielding a team to play while still keeping the tournament structured

it's just an idea

Subject: Re: Tournament Suggestion
Posted by rcmorr09 on Sun, 18 Oct 2009 04:09:15 GMT
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I support this idea!

Subject: Re: Tournament Suggestion
Posted by liquidv2 on Sun, 18 Oct 2009 04:12:40 GMT
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maybe because it was mostly your idea!

it makes sense to me; it's not like a community would just have people playing for it because it still needs at least 5 of its signed-up players in it before the bots can be used

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Subject: Re: Tournament Suggestion
Posted by rcmorr09 on Sun, 18 Oct 2009 04:42:28 GMT
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liquidv2 wrote on Sun, 18 October 2009 00:12maybe because it was mostly your idea!

[/color]

Shhhhhhhhhhh

Subject: Re: Tournament Suggestion
Posted by -SoQ-Warlock on Sun, 18 Oct 2009 07:29:35 GMT
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I like the idea, but not for now.
If so, it should be a rule from the start.

True, it should be a fun tournement, but the rules so far make clear its not only about having fun, but also about winning. Where the prize itself shows even more its more about winning.

Also, I expect when the tourney continues, the communties who go through will bring up decent amount of players. Simple because they have shown in organizing these amounts and it becomes more exciting to the end.

But it would be fine with me if we set up a min of 6 players to play. Otherwise they have to forfeit.

Subject: Re: Tournament Suggestion
Posted by Sladewill on Sun, 18 Oct 2009 10:19:04 GMT
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if u was going to, who would add the bots and what difficulty would they be, what would they do, just camp and repair, camp and fight? Be able to get vehicles, it would probably too hard to impliment, making them think like a player.

Subject: Re: Tournament Suggestion
Posted by RTsa on Sun, 18 Oct 2009 10:34:18 GMT
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-SoQ-Warlock wrote on Sun, 18 October 2009 10:29But it would be fine with me if we set up a min of 6 players to play. Otherwise they have to forfeit.I kind of support this statement.

Not the bots tho.

TBH if there're like 4 active players in a community, it's not a real community anymore. It's more like a random pack of players happening to play together.

Subject: Re: Tournament Suggestion
Posted by Prulez on Sun, 18 Oct 2009 17:48:46 GMT
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Sladewill wrote on Sun, 18 October 2009 12:19if u was going to, who would add the bots and what difficulty would they be, what would they do, just camp and repair, camp and fight? Be able to get vehicles, it would probably too hard to impliment, making them think like a player.
I lol'd. You're thinking of the wrong kind of bots here.

Subject: Re: Tournament Suggestion
Posted by Sladewill on Sun, 18 Oct 2009 18:13:44 GMT
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What kind you thinking off then?

Subject: Re: Tournament Suggestion
Posted by -SoQ-Warlock on Sun, 18 Oct 2009 18:58:26 GMT
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just ppl not being in the community playing for the community.
so just humans instead of A.I.

Subject: Re: Tournament Suggestion
Posted by rcmorr09 on Sun, 18 Oct 2009 19:56:51 GMT
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Sladewill wrote on Sun, 18 October 2009 06:19if u was going to, who would add the bots and what difficulty would they be, what would they do, just camp and repair, camp and fight? Be able to get vehicles, it would probably too hard to impliment, making them think like a player.

Classic!

Subject: Re: Tournament Suggestion
Posted by liquidv2 on Sun, 18 Oct 2009 21:47:41 GMT
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a bot means like a mercenary basically
someone playing to fill in for the team

it's not a huge deal to me if 3 players play to fill in for people who cannot make the match; it will most likely be players that the community plays with or knows, or players who wanted to play with

that team but signed up with another

if Gotzow asked me to play a game with the KoSs team i'd be more than happy to

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Subject: Re: Tournament Suggestion
Posted by Sladewill on Sun, 18 Oct 2009 22:03:47 GMT
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rcmorr09 wrote on Sun, 18 October 2009 14:56Sladewill wrote on Sun, 18 October 2009 06:19if u was going to, who would add the bots and what difficulty would they be, what would they do, just camp and repair, camp and fight? Be able to get vehicles, it would probably too hard to impliment, making them think like a player.

Classic!
sorry i was in a rush well thats one for the books

Subject: Re: Tournament Suggestion
Posted by RadioactiveHell on Sun, 18 Oct 2009 23:15:14 GMT
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Sladewill wrote on Sun, 18 October 2009 05:19if u was going to, who would add the bots and what difficulty would they be, what would they do, just camp and repair, camp and fight? Be able to get vehicles, it would probably too hard to impliment, making them think like a player.

Commando difficulty.

Subject: Re: Tournament Suggestion
Posted by liquidv2 on Wed, 21 Oct 2009 22:03:50 GMT
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-SoQ-Warlock wrote on Sun, 18 October 2009 02:29But it would be fine with me if we set up a min of 6 players to play. Otherwise they have to forfeit.
probably how it should have been in the first place

that's a good idea