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Subject: Re: Suggestion for the forums

Posted by [Spoony](#) on Wed, 14 Feb 2007 03:58:06 GMT

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My input:

If you want the ladder to define skill as best as possible, forget individual score, forget k/d. Only two things are important and everything else is trivial by comparison:

1. whether your team won
2. who you're playing vs.

Therefore, I think all players on the winning team should get equal points, which should be determined by the highest ranking opponent (or maybe an average rank of the opponents, but that'd be tricky to do, presumably). I also think you should only receive points if you were there at the start AND the end of the game (or maybe for at least 80% of the game's duration). Otherwise chances are you weren't really the reason your team won. However, you should still lose points if you were on the losing team at any point during the game.

No points whatsoever for co-op games, that's like getting points on an RTS ladder for beating a Medium Army.

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