Subject: Re: Suggestion for the forums
Posted by Goztow on Fri, 16 Feb 2007 10:03:15 GMT
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In Spoony's proposal, it all doesn't matter. The one thing that matters is if your team wins. You will not get more or less points than the rest of your team. In my proposal, based on TK2's I-CW, I go one step further: all that matters is if u destroy buildings without loosing yours. Camping can give your team only 5 points out of the 35 that are availlable (a mere 14 percent). If you and your team want points, then killing buildings is what u need to do. Moreover, a team that is in defence most of the time because of campers but manages to sneak in and kill enemy buildings will actually get more ladder points allthough it may have lost the game.

Keep in mind that the points I show are distributed to each member of your team, not to individuals who'd kill a building. No need to wait with remotes until the building is yellow to get the building kill: everyone of your team will get the same amount of points.

Other advantage: it doesn't matter if u play in 4v4 or 30v30, u can gain the same amount of points. One note though: 2v2 games or less shouldn't be accepted in the ladder: too easy to manipulate.

Marathon servers could possibly give out more points because all buildings need to go down before the game ends. Then again, those games often take a lot of time on maps like Under. In the time a marathon game on under may end, you could have played multiple games on another server with time limit.

To make it all a bit more fair u'll have to link the amount of points gained to the amount of time in the game. E.g. team wins 20 points, I was in-game half of the time the game took --> I get 10 points.

Needs tweaking, the "30 points" will prolly need to be 300 points or something so it needs tweaking but IMO the idea is fair.