Subject: Re: An opinion piece - in regard to the public-server ladder
Posted by JPNOD on Tue, 08 May 2007 18:31:11 GMT
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IronBalls wrote on Tue, 08 May 2007 09:58the17doctor wrote on Sat, 05 May 2007 17:06Also, if you could chose your team, alot of people would chose NOD on maps where there is no base defences...

Yes, but sometimes there are people who are dedicated to only one team. When I say dedicated, they hate the other side. I am one of those people...I am Nod by default but I don't get to be Nod on every map.

I know it's tough for me to be GDI on Field cuz I love my Light tank in that map. But I don't fuss about it...sometimes I get frustrated when that happens (when I spawn as GDI on any map) but I don't complain.

If that is annoying, I leave the game. Also, before entering a game, check to see how many players are on each team. I jump right in if Nod has less players cuz that guarantees that I spawn as Nod.

IMO, teamchanging is a nasty business and regulations must be made to control it and eventually stop the practice unless it's for special circumstances.

The idea of picking your alliance for the game = awesome, but I don't think it should be and can be enforced in ladder servers.
Con's
People pick there side which all there buddys are on (stacked teams anyone)

Pro's
Loyal to the brotherhood of nob
One ranked one on nob and one on gdi

I think they shouldn't have added the option of "preffered side"
Because it doesn't work? or its not noticable and being Nod would be awesome. Plus you could get a rank 1 for Nod and GDI.. at the other hand in terms of ladder you had this already WOL (Overall rank 1 and ranked 1 nod and gdi combined most pts would be rank 1

Either way I would like to see a testout of this, doubt it ever happens thoug, maybe a good concept for renegade 2