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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Fri, 08 Mar 2002 19:32:00 GMT

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I've got (what I believe) may be an interesting approach to building rehabilitation: Instead of having a pool of credits separate from your own which you donate to, when an engineer repairs a destroyed building it drains an equal amount of credits from every player on the team. Get it? Say you have 10 people on your team and a destroyed guard tower... When engineers begin repairing the building the cost of repairing gets automatically split equally among everyone. Say the building costs 10,000 credits. Repairing would cost each player 1000 credits. For every second the repair gun shoots the damage building X number of credits are drained. It would take some math on the programmers part, but definitely nothing they couldn't handle. Note: Buildings should not become completely functional again until repaired to 100%. Note: As perhaps a "supplement" to this idea from above, players on the team could vote to "opt in" their credits for repair. Personally I'm against this as assholes wouldn't vote because they'd rather spend their last 300 credits on a buggy to fight a mammoth tank. Thoughts?- Earls

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