
Subject: Is it possible to change scoring system?

Posted by [AlmightyHydra](#) on Sun, 26 Jun 2005 22:11:21 GMT

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The ladder scoring system on Renegade sucks, to be honest; people who turn up about halfway through a game, say when Refinery and one factory have already been destroyed, but try hard always get lumped with huge negative values; people who turn up in the last 5 minutes and win the game for their team using a beacon or something get bugga all, while someone who just sits there sniping a nod solder every now and then gets lots simply for being in longer.

I suggest a new scoring system:

Note: PSCORE = the player's score; GTIME = total length of game; PTIME = time player was in game; PTEAM = team player was on; WINNINGTEAM and LOSINGTEAM are self-explanatory

For each player:

calc PADJUSTEDSCORE = PSCORE * GTIME / PTIME

(this is how much they would have earned if they scored at that rate for the whole game; if they were in the whole game, GTIME/PTIME = 1 so no change)

Then, order the PADJUSTEDSCOREs for each team. This gives you PRANK for each player, with 1 being the worst score on that team and the higher the number, the better.

Define X as the number of players in the game divided by 8. (Round up if necessary). Work out PSIGNEDSCORE as follows:

If (PTEAM = WINNINGTEAM) and (PRANK <= X) or (PTEAM = LOSINGTEAM) and (PRANK > (NUMPLAYERS_ON_LOSINGTEAM - X)) then PSIGNEDSCORE = PADJUSTEDSCORE else PSIGNEDSCORE = PADJUSTEDSCORE * -1 (i.e. make negative)

(This means that the top 25% of the losing team will get +ve ladder points; the bottom 25% of the winning team will get -ve ladder points)

Then simply order the PSIGNEDSCOREs for both teams together. Reverse the order of anyone with a negative score. (to ensure that the best losing team player doesn't get the worst punishment!)

Finally, award ladder points on the current 1-3-6-10... system, with two zeros for the lowest positive and highest negative scores, highest positive score gets most +ve ladder points, lowest negative score gets most -ve ladder points.

For example, say there are 8 players, 4 GDI 4 NOD. GDI win the game. (The scores are ridiculously small, sorry)

GDI:

Player Score Percentage of game played

G1 100 80% (would have scored 125)

G2 500 100%

G3 50 100%
G4 70 50% (would have scored 140)

Nod:

Player Score Percentage of game played

N1 250 100%
N2 25 25% (would have scored 100)
N3 100 50% (would have scored 200)
N4 75 100%

The order for GDI is G3, G1, G4, G2 and for NOD N4, N2, N3, N1.

X is defined as 1 ($8/8 = 1$)

Thus G3, whose PRANK is 1, has -50; G1, G2 and G4 keep their scores of 125, 500 and 140; N1, whose PRANK is $4 > [(4-1)=3]$ gets +250, while N2, N3 and N4 get -25, -100 and -75. The negative people have their order reversed, ending up as N3, N4, G3, N2.

So the final ranking table is

Player Signed (Actual) Score Ladder Points

G2	500 (500)	6
N1	250 (250)	3
G4	140 (140)	1
G1	125 (125)	0
N3	-100 (100)	0
N4	-75 (75)	-1
G3	-50 (50)	-3
N2	-25 (25)	-6

Here you can see how G4, who scored a reasonably quick 70, would have actually been rewarded instead of receiving 0; G3 who played appallingly got -3; and N1, who got a very good score, receives 3 points although his team lost.

Under this system, the MVP will ALWAYS get the highest number of ladder points - even when on the losing team!

This seems a much fairer reward system; is it possible to mod renegade to implement this or a similar system?

AlmightyHydra
