Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by flyingfox on Fri, 03 Mar 2006 21:12:26 GMT
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Crimson wrote on Sun, 26 February 2006 18:18I wanted to make sure that we had a long enough trial to really get a good look at it. Now the moderating staff on the server is voting on whether to keep the changes or go back to the old way. Currently it's 7 votes to revert and 3 votes to stay.

I'm not saying you can't do this, but is it really fair to put the keep of this mod in the hands of just a handful of people, some of whom might not play that often nor have as much experience with the game as some of the regulars who come on your server? I don't think somebody's ability to moderate a game necessarily has any say on their ability to judge game balance and gameplay.

Not to mention that there are misbalances with the mod that negatively affect gameplay; misbalances that even mod staff have admitted to. I think you should revert to the original game until the misbalances have been theoretically fixed, then test the new mod on the server, see how that goes...

I think all that really needs fixed with this mod is shotgun and minigunner damage vs light armour, perhaps an upgrade to Nod minigunner vs light armour, and if possible a better seeking ability for rocket soldier rockets to be able to successfully hit moving aircraft. I think then the mod will be more enjoyable and balanced.