
Subject: Ranking system & pipe dreams

Posted by [Crimson](#) on Mon, 03 Mar 2003 15:30:03 GMT

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One of the major things we helped tweak in the beta test was the ladder points and game points systems. The current (and best) method is the current one which rewards the aggressor in battle. You get more points for being out in the field in a tank pounding on buildings, than being the engineer at home repairing it. Without that, you get excessive camping.

Yes, a star appearing next to more than one name is a glitch... a rare one.

The ladder points work this way... anyone who spent more than 2 minutes in the game, even if they left before the game ended, is counted in this. The last-placed person on this winning team gets 0 points. The second-worst winner gets 1 point, the next (third worst winner) gets 3. It's based on the sum of all positions below you... so the fifth worst winner gets 10, which is $6 + 3 + 1 + 0$. Once this number is found, it's prorated for the amount of time you spent in the game. The guy who gets 10 ladder points, but was only in for half the game, gets 5 ladder points instead.

These calculations work the same, just inverted, on the losing side.
