
Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Tue, 02 Sep 2008 14:32:16 GMT

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kong009 wrote on Mon, 01 September 2008 21:39 For this ladder to work, players need to get together and find a way to define "skill." We must weigh accomplishments in a game against each other (building kills, vehicle kills, consecutive infantry kills that perhaps vary depending on the character class you kill, etc. etc.). Jelly uses a similar ladder system now, and I think it would be an excellent place for you to start.

That is of course just an idea.
how often your team wins...

winratio is paramount on my new system, it wasn't before.
