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Subject: Re: Top 5 indicators

Posted by [Altzan](#) on Tue, 07 Jul 2009 13:11:27 GMT

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1) Number of games played (>2 minutes)

This one's OK

2) Win / Loss ratio

This one's good for the "easy to get" category because it also depends on the team.

3) Kill / Death ratio

This one's good for the hard workers.

4) Total number of points earned

Not sure about this one, it might encourage pointwhoring.

5) Building Kills

Depends... will there be a way to make sure it goes to the person who damaged the most, not the one who finishes it off?

6) Vehicle Kills

Same as above.

7) Successful beacons

This is a good one, hopefully it will motivate people to plant successful beacons.

I can't think of other categories except perhaps Successful disarmings (of beacons) and perhaps the most repairs (of buildings, vehicles, etc.)

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