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Subject: Re: Top 5 indicators

Posted by [Goztow](#) on Wed, 08 Jul 2009 16:19:42 GMT

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They're all very easy to push, actually, unless you limit the contest to a few servers. And even then...

1) Number of games played (>2 minutes)

join an empty server with your friend, play 2 minutes, one leaves and rejoins

2) Win / Loss ratio

same as 1, but make a few points

3) Kill / Death ratio

same

4) Total number of points earned

This favors the huge servers as well as the marathon servers a lot and favors the co-op servers even more. Remember when WOL ladder was still online and those servers biased teh hell out of the ladder? This works if you compare it on one server, not if you compare it over multiple servers

5) Building Kills

Maybe, but one player can kill 95 % of a building and the other finishes it off...

6) Vehicle Kills

same as 5

7) Successful beacons

same as 1

The least tha would need to be done is to limit it to certain servers with, but even then I think the winner will be someone who at least partially exploits the algorithim.

Possible alternative: give points to players of the winning team, with at least 3 players on the team. But that also needs more thinking.

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