
Subject: Re: Ideas to help newcomers/people joining a server mid-game

Posted by [Dover](#) on Tue, 06 Oct 2009 22:08:28 GMT

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CarrierII wrote on Tue, 06 October 2009 15:01My point is there is no incentive to do it, if one is playing for ladder, under any points system, or even any ladder system (Spoony's planned new ladder (Pre-empt against flaming here, DON'T EVEN THINK ABOUT IT) penalises all of the losing team the same number of points).

If I repair tanks all game, I help my team win, yes? (Let's assume that tank repair is a vital part of any map strategy, I think that's reasonable)

I get 1/2, maybe 1/3 of the points the tank drivers get. Should my team win, I get $\leq 1/2$ of the ladder they get, despite the fact I enabled their success. Should my team lose, under the current system, I lose more, for contributing! Under Spoony's proposed system, at least losing is fair...

What incentive is there for competitive players to repair often? None. Why should they then? They won't, game theory states you should go for the most possible points, because that's best under any points/ladder system, yet tank repairers esp do not get this reward.

The result? No one repairs as often as is needed, that causes worse playing experience. Try a larger organised game, they're awesome.

I happen to like most of Spoony's little projects and ideas, so you don't need to worry about me flaming them.

And I would argue there is incentive. If the tank repairer doesn't repair the tanks, the team loses and he loses ladder points, as opposed to if they do repair tanks and succeed. If they lose anyway, one can assume it's because the other team was better and they deserved to lose.
