Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by kadoosh on Sat, 19 Dec 2009 04:12:21 GMT
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Honestly the Renegade Points system sucks with or without the points fix... I've noticed a trend forming in newer games, Points go on the kill, not on the individual damage(aside from Kill Damage Assists).

Ex:

Kill = 2pts
Kill Assist = 1pt

Vehicle Kill = 2pts
Vehicle Kill Assist = 1

Kill Assists = person who does the most support damage.
If I shoot someone/something and it get's repaired my damage is negated.

Repairing is rewarded based on how much damage you repair. Say for every 250pts of damage = 1pt (would have to be tweaked to work in renegade)

Building Kills = no idea how many points this should be worth.

not
kill = 100pts
damage before kill = 10,000pts spread out amongst 5 other players (yes that's wish full thinking)

I understand that this is much harder than just using the released points system, or the modified/corrected points system.

I do admire the passion of the people still putting an effort into this game. Hopefully it works out.