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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [ChewML](#) on Sat, 19 Dec 2009 18:52:47 GMT

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R315r4z0r wrote on Sat, 19 December 2009 12:31Dover wrote on Sat, 19 December 2009 12:02R315r4z0r wrote on Sat, 19 December 2009 07:33I don't think it's a bug nor do I think it was implemented for balance reasons.

I think it was just a scoring oversight on EA's part.

Yeah. That would make it a bug.

No, a bug is an unintended side effect of doing something else. For example, changing the armor type of a vehicle to let it be more resilient to something else, but at the same time screwing up the balance with another vehicle using the same armor type. Or a line of code used to amplify a graphical technique that accidentally conflicts with something else causing crashes or black screens.

This issue was just a forgotten balance addressing. It was just so subtle of a problem, so tiny, so unimposing, that no one noticed it until years after the retail version was released.

It's like forgetting to buy a certain item when you went out shopping.

1. It has already been proven to be caused by an error in code = bug. Reference Carrier's post in the other thread.

2. It likely subtle at first, because what person would start to play this game and think first to go snipe a harv? Nobody. Later on though someone was prolly just being bored and started shooting at it one day when there where no other targets, or maybe they missed there intentional target and hit it a few times. Then they realized, "Hey I just got a lot of points for that lols... I SHOULD DO THIS MORE OFTEN TO GET MVP". And so the bullshit spread like the black plague infecting every n00b that couldn't use a tank.

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