
Subject: Re: Tournament Feedback

Posted by [CarrierII](#) on Thu, 24 Dec 2009 09:21:15 GMT

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Tiesto wrote on Thu, 24 December 2009 00:35Tiesto wrote on Wed, 23 December 2009 15:33Back on topic?

Yes!

My idea for a newer scoring system (which would've been posted earlier but the forums ate it) is as follows:

1) (A little unrelated to scoring, but a suggestion anyway) Why not allow any player to play for any side - but once you've played for a team, you're committed to that team for the remainder of the tourney - that way the rosters become much more flexible - it is not impossible to implement this using the serverside bots, which can qkick (As often as needed) any player trying to play for a side they're not allowed to). EG:

I'm not on the rosters, but due to a problem, TK2 are a player short - Goztow asks me to play for them, and I agree. TK2 play, say, [NE] and that way the games aren't cancelled. A little later, Jelly (No doubt hearing about my fantastic performance for TK2 (lol!)) ask me to play for them - the bots prevent me, as I've played for TK2 this "season".

I'm hoping that I can talk to Hex about having the serverside bots handle more of the scoring.

Anyway: (My idea hinges on the pointsfix - so it would be required)

A team's total score would be tracked through the tourney - IE: TK2 (Who are being used an awful lot in my examples) win over [NE] (from earlier, probably due to me (lol!)) like this:

For each map, both teams must play as GDI and Nod, for the same reasons as in RGCT 1.

In my post, I shall refer to an individual game on a map as... (*drum roll*) a game, and a pair of games played on the same map as a "match".

Firstly, I'd like to provide a cut down, simple example as to how the scoring is tracked, and why:

Scoring example

TK2: 7500 - [NE]: 6900 (Values are completely made up, no building kills, turrets don't count).

Therefore, TK2 now have a score of 7500, and [NE] a score of 6900.

Second game between TK2 and [NE]:

TK2 wins again, but by a lesser margin, also, [NE] managed to destroy one of TK2's buildings:

TK2: 9800 - [NE]: 9400 (Killed the barracks). Now, the scores run like this:

TK2: 7500 + 9800 = +17300. No buildings killed.

[NE]: 6900 + 9400 = +16,300. 1 building killed.

The reason I'm tracking building kills is this (And I'm going to sound like Spooky): Agressive play

is more important.

[NE]'s early barracks rush was probably the most exciting thing that happened all game (The rest would've been camping and "whoring" - with a great deal of back and forth by the looks of the scores)

Therefore, I suggest either a score bonus per killed building or we sort by building kills first (I prefer this option), in either case, this example leads to [NE] taking a higher place, as TK2 couldn't kill a building.

Thus the tourney/league standings:

(Rank, Name, Match Count, Total Score, Buildings Killed)

1: SoQ. Matches: 2. Points: 28,600. Buildings killed: 9. // Both by base destruction, therefore highest standing.

2: CW.cc. Matches: 2. Points: 25,900. Buildings killed: 1. // Note that Points is used to sort out who is winning when buildings killed is =.

3: [NE]. Matches: 1. Points: 16,300. Buildings killed: 1.

4: TK2. Matches: 1. Points: 17,300. Buildings killed: 0.

5: Jelly. Matches: 0. Points: 0. Buildings killed: 0. // Jelly need to play! lol

6: Etc Etc.

In that example tourney table, Jelly still has two matches outstanding, and TK2 and [NE] have another one to play also.

The initial signups would be divided at random into a set of smaller leagues. Lets say that we get 12 communities:

1. CW.cc (Mr.Mom)
2. Jelly (Jelly)
3. Ex0dus (Arnyswart)
4. Shadow-Team (Adad)
5. Atomix (Xpert)
6. {Os} (Moeze)
7. The Koss2 (Goztow)
8. [NE] ([NE]Fobby[GEN])
9. Tsunami Gaming (TsuScorpio)
10. St0rm (Wilo)
11. -SoQ- (-SoQ-Warlock)
12. NamelessCommunityOne. (Generic123)

These would be randomly divided into 4 leagues of 3 communities. (Essentially, the leagues will have a small number of communities)

League one:

Communities: Jelly, CW.CC, St0rm.

League two:

Etc

The initial league stage (Essentially allowing us to get some seeding data) would consist of two maps (Probably base and non-base defence, EG: Field and Complex), and each team in a league must play every other team in their league on both maps, IE: Jelly,

CW.cc and St0rm must all play each other on both Field and Complex, as both Nod and GDI.
(leads to $2*2*2 = 8$ games per community initially).

After these games, we have a league standing:

League one:

(Rank, Name, Total Score, Buildings Killed)

1: CW.cc, 18,900, 4

2: Jelly, 17,600, 3

3: St0rm, 15,400, 3 // As earlier, St0rm are losing due to points, but secondarily to building kills.

Similar results from other leagues now allow us to sort by how well communities did initially:

Games played after the initial stage count towards final standings (IE, disregard the initial round scores, as they're only for getting seeding data)

League one: (Now holds the top three communities)

CW.cc, Jelly (Because they did better than others in other leagues) and SoQ.

League two: (Now holds the next three communities)

Etc etc.

For the second stage, each community must play a match against every other community in their league on both of another pair of maps. (Say, Mesa and Canyon).

At the end of the second stage, communities are again sorted by ranking, so let's say Jelly had a fail round, and go down one league:

League one:

1: SoQ, 30K+, 12

2: CW.cc, 40K+, 10 // Note CW.cc losing due to not killing more buildings.

3: NamelessCommunityOne, 29K, 10.

League two:

Jelly, 30K, 8. // Note Jelly in league two because NamelessCommunityOne went on a building killing spree last round.

Etc etc

At the end of the second stage, the bottom half of the leagues (IE, the lowest 2 leagues in this example. If we have an odd number of leagues, the smaller section is lost) are split. Thus we now have 2 leagues of three communities each.

There is now a third stage of the same format for both leagues, leading to

League one: Jelly, CW.cc, Soq

League two: TK2, NamelessCommunityOne, St0rm => All eliminated

The fourth stage allows remaining communities to vie for 1st, 2nd and 3rd places one more time.

It will be of the same format, but with no elimination - IE:

Upper set:

League one:

- 1: Jelly
- 2: CW.cc
- 3: Soq.

The exact size of the leagues will be determined by the number of signups.

Essentially, after the seeding stage, half the teams will be eliminated every time. Do remember that each stage is 8 games per community, so there will be plenty of Ren.

A lot of the ingame rules can be decided by community leaders, as that will be fairer.

I will also yield to TD and Mr. Mom's experience in terms of timeframes and deadlines.

Suggestions?
