
Subject: Re: Tournament Feedback

Posted by [CarrierII](#) on Thu, 31 Dec 2009 10:27:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

ELiT3FLyR wrote on Wed, 30 December 2009 21:04Quote: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. please tell me how this is better/simpler/easier to do than simply playing a 5 game series and counting the map win/loses?

me

I was going to ask Hex about automating the scoring...

me, AGAIN

I was going to look into automating the scoring...

Still don't get it?
