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Subject: Re: Measuring and rewarding team work programatically?

Posted by [reborn](#) on Wed, 22 Sep 2010 19:27:41 GMT

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Anon wrote on Wed, 22 September 2010 13:41 Just...WOW! This is fantastic!

I think that this will indeed encourage teamwork. Nowadays people are only point- and killwhoring to get their individual veteran points, but they keep forgetting that they have to work as a team to win the game.

With this idea the players get the feeling that they actually earn a reward for working together. Who doesn't want any extra's? Everyone's in for some more damage or health regeneration.

However, you must keep in mind that this would only work for certain characters/vehicles. Imagine this, we're playing Field and the tunnels are crowded with Stealth soldiers, snipers and sakura's. This would give the NOD players a big advantage over the GDI players. Eventually GDI will start complaining about unfair gameplay. The same goes for vehicles whoring the base entrance.

On the smaller maps this system might be very rewarding, but the maps like Under, Field, Mesa etc. will give one team a big advantage over the other team. This will then result in unfair/unbalanced gameplay.

So here's my conclusion. It is a great idea, but you still need to think about it very well. It must not ruin the gameplay.

Indeed, but it can be adjusted and is more a proof than intended for release at this point. Besides, I would not group snipers and sbh's in the same class for buff purposes.

troopr02 wrote on Wed, 22 September 2010 15:06 Interesting idea and quite the history in that post, but I disagree with the premise. Renegade was always intended to be an FPS (essentially a distraction from the rest of the series) and I think (even the current veteran SSGM plugin) subtracts from that. It makes the game RTS/CoD themed by forcing the player to upgrade themselves ingame before they are even able to compete...

A team should win because they have better players, not because of their upgrades. As it currently stands, both sides start on (pretty much, depending on the map) equal terms and this balance shouldn't be touched imo.

I think you're confusing RTS and FPS, but I understand what you mean.

Game genres develop all the time, look at the RTS genre, it's all command and cooperate now. However, I'm not even trying to redefine CnC mode, just add a new layer of depth to it. I don't believe it will subtract, but rather add.

It's not held as meta data where the player goes "prestige" and has the advantage for every map... They still all have the same chance and footing at the start of the map, so do not need to upgrade before they can compete. It's not even enough of an advantage to stop a player from enjoying the game, and they will still enjoy all the perks of buffs from team work, which is the greater of the advantages.

Besides, variety is the spice of life (that's if it even ends up on a server, it's probably way too late).

Renegade was always supposed to be played as a team based game, this might help encourage that to the point where you need to work as a team to win. Teams do not always have to win because of great individuals, working as a team will always yield better results.

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