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Subject: Re: Map rating

Posted by [Aircraftkiller](#) on Wed, 07 Sep 2011 23:20:17 GMT

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I propose that there's a solid rating system, with a score assigned based on three different factors.

Game-play: 40 points maximum. This includes extra units being added, any modifications to the weapons and damage, health, etc.

Design: 40 points maximum. This includes the layout of the level and whether or not it's conducive to enjoyment.

Aesthetics: 20 points maximum. This includes any custom assets made for the level and the quality of them should be assessed with this.

Altogether you should end up with a maximum score of 100 for levels. Agree, disagree?

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