Subject: Is it possible to change scoring system?
Posted by AlmightyHydra on Sun, 26 Jun 2005 22:11:21 GMT
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The ladder scoring system on Renegade sucks, to be honest; people who turn up about halfway through a game, say when Refinery and one factory have already been destroyed, but try hard always get lumped with huge negative values; people who turn up in the last 5 minutes and win the game for their team using a beacon or something get bugga all, while someone who just sits there sniping a nod solder every now and then gets lots simply for being in longer.

I suggest a new scoring system:

Note: PSCORE = the player's score; GTIME = total length of game; PTIME = time player was in game; PTEAM = team player was on; WINNINGTEAM and LOSINGTEAM are self-explanatory

For each player:
calc PADJUSTEDSCORE = PSCORE * GTIME / PTIME
(this is how much they would have earnt if they scored at that rate for the whole game; if they were in the whole game, GTIME/PTIME = 1 so no change)

Then, order the PADJUSTEDSCOREs for each team. This gives you PRANK for each player, with 1 being the worst score on that team and the higher the number, the better.

Define X as the number of players in the game divided by 8. (Round up if necessary). Work out PSIGNEDSCORE as follows:

If (PTEAM = WINNINGTEAM) and (PRANK <= X) or (PTEAM = LOSINGTEAM) and (PRANK > (NUMPLAYERS_ON_LOSINGTEAM - X) then PSIGNEDSCORE = PADJUSTEDSCORE else PSIGNEDSCORE = PADJUSTEDSCORE * -1 (i.e. make negative)

(This means that the top 25% of the losing team will get +ve ladder points; the bottom 25% of the winning team will get -ve ladder points)

Then simply order the PSIGNEDSCOREs for both teams together. Reverse the order of anyone with a negative score. (to ensure that the best losing team player doesn't get the worst punishment!)

Finally, award ladder points on the current 1-3-6-10... system, with two zeros for the lowest positive and highest negative scores, highest positive score gets most +ve ladder points, lowest negative score gets most -ve ladder points.

For example, say there are 8 players, 4 GDI 4 NOD. GDI win the game. (The scores are ridiculously small, sorry)

GDI:
Player Score Percentage of game played
G1   100   80% (would have scored 125)
G2   500   100%

```
G3    50    100%
G4    70    50% (would have scored 140)
```

Nod:
```
Player Score Percentage of game played
N1    250   100%
N2     25   25% (would have scored 100)
N3    100   50%  (would have scored 200)
N4     75   100%
```

The order for GDI is G3, G1, G4, G2 and for NOD N4, N2, N3, N1.
X is defined as 1 (8/8 = 1)

Thus G3, whose PRANK is 1, has -50; G1, G2 and G4 keep their scores of 125, 500 and 140; N1, whose PRANK is 4 > [(4-1)=3] gets +250, while N2, N3 and N4 get -25, -100 and -75. The negative people have their order reversed, ending up as N3, N4, G3, N2.

So the final ranking table is

Player	Signed (Actual) Score	Ladder Points
G2	500 (500)	6
N1	250 (250)	3
G4	140 (140)	1
G1	125 (125)	0
N3	-100 (100)	0
N4	-75 (75)	-1
G3	-50 (50)	-3
N2	-25 (25)	-6

Here you can see how G4, who scored a reasonably quick 70, would have actually been rewarded instead of receiving 0; G3 who played appallingly got -3; and N1, who got a very good score, receives 3 points although his team lost.

Under this system, the MVP will ALWAYS get the highest number of ladder points - even when on the losing team!

This seems a much fairer reward system; is it possible to mod renegade to implement this or a similar system?

AlmightyHydra

Subject: Re: Is it possible to change scoring system?
Posted by =HT=T-Bird on Mon, 27 Jun 2005 02:18:36 GMT
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Good idea...idk if it will be implemented though...

Subject: Re: Is it possible to change scoring system?
Posted by Dave Mason on Tue, 28 Jun 2005 20:01:48 GMT
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It's a great idea, only problem is most people don't care about ranking, they play the game for fun.

Subject: Re: Is it possible to change scoring system?
Posted by danpaul88 on Tue, 28 Jun 2005 22:28:52 GMT
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also the ranking system is on the WOL servers, and I dont think BHS have access to those to change it

Subject: Re: Is it possible to change scoring system?
Posted by Spoony_old on Mon, 11 Jul 2005 07:28:10 GMT
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internal server ladder, anyone?

Subject: Re: Is it possible to change scoring system?
Posted by danpaul88 on Mon, 11 Jul 2005 16:28:14 GMT
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thats always possible, there are already programs which can report scores to a ladder, I dont see why they couldnt use a different scoring alogrithm...

Subject: Re: Is it possible to change scoring system?
Posted by PackHunter on Mon, 11 Jul 2005 20:39:34 GMT
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Sounds pretty good.   And it so happens i build a ranking system for brenbot 1.42 (which by the way is not yet released but will be soon). It is still ranking by just score => renstats style, but with an auto updating (live) website and in-game commands like !rank. The changes you talk about shouldn't be more then a few hours work though. I think i'll do a version of your ranking too in the near future.

For more info you could visit my forum: http://pac-clan.game-server.cc/rankplugin/index.php

or see the live ladder here from the renegade-community server:
http://81.92.166.90:8080/server/renstats/index.htm

Subject: Re: Is it possible to change scoring system?
Posted by cmatt42 on Mon, 11 Jul 2005 22:42:41 GMT
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Spoony wrote on Mon, 11 July 2005 03:28internal server ladder, anyone?

Maybe today if I poon enough n00bs, I can raise my rank in the server from three to one!

Subject: Re: Is it possible to change scoring system?
Posted by danpaul88 on Mon, 11 Jul 2005 23:53:49 GMT
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lol, that video is funny

Subject: Re: Is it possible to change scoring system?
Posted by AlmightyHydra on Sat, 16 Jul 2005 16:31:46 GMT
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wow, didn't expect so many replies

I had a bad feeling that the ladder system was hard-coded, but if a version of this could be implemented on some server's own ladder systems it might make those more enjoyable. You have a point, though, DJM about how people mainly play for fun.

Can any1 tell me why my WOL stats keep getting reset btw?

I made an error in the example, forgetting to multiply up the nod players' scores with the time thing. It should like like this:

So the final ranking table is
Player Signed (Actual*) Score Ladder Points
G2 500 (500) 6
N1 250 (250) 3
G4 140 (140) 1
G1 125 (125) 0
N3 -200 (200) 0
N2 -100 (100) -1
N4 -75 (75) -3
G3 -50 (50) -6 << even worse punishment for playing slowly!

* this should also reference the fact that the scores have been multiplied up.

AlmightyHydra

Subject: Re: Is it possible to change scoring system?
Posted by Crimson on Fri, 05 Aug 2005 09:10:51 GMT
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The major problem with that is the results.txt files don't have the time played. But I think with our current capabilities we could make a scripts override to add that information. I know it's available.

BHS has wanted to have a centralized opt-in ladder for server owners to join, and one day I'm sure we will.

Subject: Re: Is it possible to change scoring system?
Posted by AADude7 on Sat, 15 Oct 2005 20:57:32 GMT
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RenStat,
That changes how your ranked in one game...
If you have a FDS

Subject: Re: Is it possible to change scoring system?
Posted by cmatt42 on Sun, 16 Oct 2005 13:42:42 GMT
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Holy crap, this topic is old.

Subject: Re: Is it possible to change scoring system?
Posted by AADude7 on Sun, 16 Oct 2005 16:59:56 GMT
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Fuck yea... Didnt look lol