
Subject: UltraAOW Improved Statistics & Achievements

Posted by [zunnie](#) on Sat, 21 Jun 2014 00:31:40 GMT

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<http://www.ultraaow.com> - visit website.

We (Neijwiert, Hunter-Seeker, ImperialKaskins and me) are working out a new statistics system with both monthly- and alltime-stats and achievements that unlock when you kill certain things, disarm stuff, destroy buildings etc.

Here are some screenshots of it and some of the planned 119 (or more to come) achievements:

Toggle Spoiler

The playerlist:

General and Map related stats:

Vehicle Stats:

Achievements All Time Stats:

Should be ready soon This will hopefully attract new players as well as keep the current happy

Subject: Re: UltraAOW Improved Statistics & Achievements

Posted by [danpaul88](#) on Sun, 22 Jun 2014 16:18:33 GMT

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Games played: 3. Games lost: 6. Loss ratio: 200%

Awesome.

So is this built on top of the stats BRenBot has supported for years? The web interface looks very similar to what Hex wrote for the BR stats back in the day, crossed with APBs OxiStats. Doesn't look like you have anything *new* in terms of functionality.

Subject: Re: UltraAOW Improved Statistics & Achievements

Posted by [zunnie](#) on Sun, 22 Jun 2014 16:19:16 GMT

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Its fake data for testing, thx. Not to mention these screenshots are already out of date and lots of progress has been made since.

Hm, not new no, but it is for our server Besides, there are plenty of games with rankings stats, not that you would even bother with it... oh and, because the functionality is not new, we should not do it!!! Because it exists somewhere else lol. Steam has achievements, because they do, we shouldn't do it, it's not new. ha.
And no its not built on brenbot. And yes, its using some elements from the style.css from brenbot.

Subject: Re: UltraAOW Improved Statistics & Achievements
Posted by [OuTSMoKE](#) on Mon, 23 Jun 2014 01:18:58 GMT
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I like the idea, but I mean, it's kinda overkill... 190+ is alot...
