Subject: In game Team Leaders
Posted by Craigimir on Fri, 30 Jun 2006 11:47:11 GMT
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Before I start I would like to point out that I know this is a game and it is all ment to be fun so if we could skip the comments of "lighten up its only a game" etc that would be great!

I was just wondering what everyone thought to the idea of in game leaders for each team. I am asking this because the friendly games that I play always have lots of people in but they are all doing their own thing, taking a tank off somewhere, playing around in orcas, etc.

Again I agree that this is a game and so it is meant to be fun and if you want to do that to have fun then why shouldn't you. It isn't however, as much fun to have the other side who have got their asses in gear, launch a well planned attack against you and take out a few key buildings which results in you walking around as an engy or shotgun trooper for the rest of the game. Not to mention the other serious players in the game get annoyed when they are trying to rally together troops in order to do their own attack.

Which is why I was wondering how possible it would be to have nominated in game leaders on each side to bring a bit of order to the gaming process. Whether these leaders be voted by the playing members or based on their rank in ladders or point systems. Again this was only a thought so there may be kinks in this idea.

But i was thinking that team leaders would be good to give clear orders to the team so that attacks could be organized quicker and with out squabbling between players who think its better to do this or that.

Anyway, just a thought.