Subject: Re: Decent map makers out there?
Posted by R315r4z0r on Wed, 22 Apr 2009 00:18:16 GMT
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Stefan wrote on Tue, 21 April 2009 11:06I have a reborn fan-map i'm working on which i could convert to renegade quite easily... i can add lightmaps, VIS and other jazz to it aswell.
IT IS U!!!

Anyway, on-topic:
Balance shouldn't be considered by determining how many buildings the other team can camp and if they are the same or not. Different teams should be able to do different things, that aren't identical, but at the same time are still balanced.

It keeps the gameplay fresh, non-repetitive, unpredictable, and non-symmetrical.

What I mean is, just because Nod has the ability to arty camp the GDI base and have a clear shot at their refinery, shouldn't mean GDI has to have the same ability on Nod's base. Think about it this way:
GDI's units are power-units with lots of armor. They are designed for steamrolling. Nod's units are hit and run or strike from a distance. The best way to balance them, just judging by the units, is give Nod the ability to attack one or 2 of GDI's structures freely, but not allow GDI to do the same to Nod's base. Instead, GDI would have a shorter run from the entrance to the first building.
How that balances out:
If Nod is attacking GDI's structures, GDI has a fighting chance because their units are made for steamrolling. So they can charge into the fray and hope to dislodge the Nod offensive. You see, if GDI had the ability to camp structures like Nod could, Nod would have a much harder time pushing them back. That's why it is important to force GDI to have to reviel their units to any base defenses to balance out, unless the map is balanced in a way to let them (Like Under, City, ect. Remember I'm just going off the vehicle stats). That's why I suggested give GDI less running room to the first open Nod structure

Doing it like that is what I call asymmetrical balance.

Also, BunkersTS is an example of a BADLY balanced map.