
Subject: Re: Fuck the new system to get unlocks in TF2 is gay!

Posted by [CarrierII](#) on Mon, 01 Jun 2009 18:04:31 GMT

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The best system is to do with performance scaled by time, that's for sure, something like:
% of games with kill count in top 3 (Or other performance measuring statistic) / total time playing
(as that class or all classes (that is, total time spent playing TF2 online) depending on whether
one-class playing should be encouraged)

Putting total time on the bottom means that people who play all day and night will get their unlocks
at about the same speed as a good, but irregular player. (I assume that an individual does not
dominate every game they play)

This does leave mid-range ability players who don't play often (IE, casual gamers) in a bad place
though, unless you took that number as a "currency" value, and you could agree to "buy" (IE,
trade in your points for an unlock) with the relative ability of an unlock (better ones being worth
more) taken into account. Might lead to some smart ass working out how many points are likely to
get you the best unlock. Giving them a value also makes trading with other players good.

(I don't play TF2, by the way, I'm just applying common sense)
