Subject: Re: Measuring and rewarding team work programatically?
Posted by trooprm02 on Wed, 22 Sep 2010 19:06:11 GMT
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Interesting idea and quite the history in that post, but I disagree with the premise. Renegade was always intended to be an FPS (essentially a distraction from the rest of the series) and I think (even the current veteran SSGM plugin) subtracts from that. It makes the game RTS/CoD themed by forcing the player to upgrade themselves ingame before they are even able to compete...

A team should win because they have better players, not because of their upgrades. As it currently stands, both sides start on (pretty much, depending on the map) equal terms and this balance shouldn't be touched imo.