Subject: Map recommendations
Posted by HTDana on Wed, 19 Mar 2003 19:51:24 GMT
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Hi, all:

Since I spend most of my playing time on the hitech2k server, I haven't seen some of the mod maps out there. I'd like to suggest swapping some of our no-defense hitech2k maps for newer base-defense maps, to discourage lop-sided team switching. What maps would you folks recommend or discourage us from considering?

I like no-defense maps so long as people don't (a) all switch to Nod so they can be the one to nuke GDI with an SBH or (b) play like idiots and forget the back door is open. Also, I know we could fix the teams (no switching once you join) and so on, but that can make it tougher for players to join their friends' team. It seems relying on more maps with base defenses is the best way to keep teams honest. Thoughts?

HTDana

Subject: Map recommendations
Posted by Aircraftkiller on Wed, 19 Mar 2003 20:08:36 GMT
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http://www.cncden.com/ren_ackmaps.shtml
http://www.cncrenegade.info/modules.php?name=Downloads&d_op=viewdownload&cid=27

Subject: Map recommendations
Posted by Cpo64 on Wed, 19 Mar 2003 21:39:59 GMT
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What about other game play modes; I have made an Attack & Defend/Assault map, the link is in my sig.

Subject: Map recommendations
Posted by Ren Sizzlefab on Wed, 19 Mar 2003 23:56:23 GMT
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It doesn't happen any more on non-base defense maps, it just happens faster. When one team contains mostly clan members of HT that play together all the time, then that team is going to dominate no matter which maps you're playing on. I've noticed the enjoyability and length of the games go down noticably when there are a number of clanners on the one team. Like you said, the only real way of stopping team switching is to disable it, which would also lessen the frustration of playing against a clan with a team that are too busy running around buying snipers and extras rather than listening to their team members trying to organise a particular tactic.

Not that I'm saying you shouldn't include new maps, just that they shouldn't be at the expense of non-defense ones.

Subject: Map recommendations
Posted by HTDana on Thu, 20 Mar 2003 18:22:05 GMT
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Thanks for the input, gang. I'll check out those links.

Ren, I'd agree that when several HT members are on one side, the odds are good we'll gain the upper hand against people who are just dinging around instead of cooperating. In those cases, it would probably be more fair to have unbalanced teams against the clan team. And since it's clan players on a BR-enhanced server, we can enforce the rules to keep things moderately balanced.

Most of the time, though, there aren't more than one or two HT members playing. Then bad coordination is an equal opportunity sport. I know I've played games where my teammates aren't listening at all, and the game usually melts down fast unless we get lucky. It's no fun to boot people when the team switching starts, so that's why I thought it would be most fair to use more maps with defenses to keep people honest. Oh, well--there are pluses and minuses with all sorts of approaches.

Take it easy,

Subject: Map recommendations
Posted by Ren Sizzlefab on Fri, 21 Mar 2003 01:30:07 GMT
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I agree Dana. When there are only two, it doesn't make it too imbalanced.

I think the main problem with non-defense maps is that most people try and play them the same was as defense maps, ie, leave the defense to someone (or something) else. I like non-D maps at least as much as D maps, there are a lot more strategies to use and defend against. But playing new maps would be good too.