

1) Is not the speed of the game slower than the original one at set g_speed 320 ?

2) I suggest that TDM should not be the first Objective.

>>> Because I think it reduce interest of the Gameplay <<<

TDM is interesting for short map only to frag.

A]* First Objective should be to win the map Objective

(Please think about to correct he captured objective that do not end the map ; but you seem to have spoken about it is done)

B]* Second Objective should be for a team to have the best TDM Score

>>> I suggest to Display at intermission the Team that have Won the Map Objective

And to display too the Team as Winner for Best Death Match Score ! <<<

3) It is boring to play the same map a too long time...

>>> I do not know if interesting : the possibility for the Team that have lose the Both (A] & B]) to vote at intermission to propose to replay a Quick TDM for example a Score of 20 just to save their Honour !

4) TDM must be used as a Number of Kill Display

Regarding all like case 2, 3, 4, 5 : I think is it better to propose or to change TDM as better Team Attack Score Objective (Score based on the most aggressive team and best number of enemy Killed!) : "TASO"

5) I could be interesting to find a way to say at intermission like for Campaign, as an example : Axis have won the last 5 map for Objectives but have Allies have won the last 3 Death Match Score ("TASO")

6) In all these goals Important for player to see ALWAYS up to the Screen the TDM "TASO" and to see his own number of Enemies Killed and His own number of Death.