
SpringLan 2008! Feedback.

Posted by Desolate - 2008/04/20 15:13

Drupi you're slackin :P

Anyways onto the topic.

Ok so just as a disclaimer Aside for my personal experience of this morning I have tried to keep this post as impersonal and unbiased as possible. I thought about the entire event while trying to fall asleep waiting for the 2liters of energy drink to wear off and needless to say I had a lot of time to gather my thoughts. So after a good morning's sleep, here goes nothing.

Personal Experience: For the most part I had a great time. The lan ran pretty smooth and I can say a few hours there I was enjoying myself. Whether it be me schooling you all how to play battle mode of super mario cart or making myself sick on energy drink then stretching a 1x shirt into a 3x with Angel. It was a great time... and 3Tek... stay off the mic... for the sake of all of us. :laugh:

Now then onto the discussion and suggestions. As I said above I will try to keep this as impersonal as possible.

Tournaments: Forgive me if i don't mention the CoD4 tourny since I didn't have a chance to participate in it due to lack thereof hardware to support it.

Now then as a tournament as a whole. Double elimination means that everyone has two chances and then you are out, no substituting for a forfeit. In a tournament a forfeit means that the opposing team or player automatically advances. That's the way it is, and that's the way it should continue to be.

Rules: The rules should be discussed before the event and discussed hard. Once everything is in agreement then those rules should be FINAL; no last minute changes to the rules.

None offense but I do not think staff should be able to run in a High Stakes tournament if they are going to forfeit at the time of importance because they are not allowed to win that prize. As far as T-shirts and stuff go... big deal it's a Tshirt, nothing big so like the chugoff with Angel being involved was perfectly fine. However, when it comes to the big prizes, rules need to be clearly made; Either they play for the prize or they don't.

Now as far as prizes go for tournaments. I understand that not a big output stood up to play in the Wii tourny. You expected 60 and got 12. Sorry, cause I know nothing could be done about that.

The 1st place prize is the big one and it should be obviously, but the 2nd place prize should be right up there. If you are going to have \$250 prize for first then 10x less for second. It should be that 2nd place gets a prize that's halfway between first place and 3rd. While perhaps 3rd place gets the smaller money pot. Like I said not much can be done if not many people sign up, and the money pot would have to be set adequately for the 3rd place, but with a little thought it could be set up better.

Ok, with that in mind.

Door prizes: I think that if a person wins a high stakes tournament then they shouldn't have a say in the major door prizes. That's not saying that they can't participate in the shirts and accesories, just the big ones. So for example I won 2nd place in the Wii tournament, had this been in place I shouldn't have had the option of wining the soundcard. This allows for those who did not win and those who did not participate a better chance of still being able to get a great prize.

Well those are just my thoughts. I don't want this to be a rant, a flamefest or anything else. Just a straight up discussion on how to make things more steady for the future events.

Bign00b out..

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Re:SpringLan 2008! Feedback.

Posted by Nimda79 - 2008/04/20 21:03

Ok so in reply, as staff we participate in tourney's but we cannot win. Even if we win, the prizes go to the people below them. For example I won the 60 min match of Quake 3 Arena but I didn't win anything. I was just there to push the envelope and make people play harder. The prizes went to the people who got 2nd and 3rd.

As far as the Console Tourney. A Wii and cash is a good solution for a CONSOLE TOURNAMENT! Giving a sound card to someone who came for a console tourney would be like giving a blind child a where's waldo book. People that come for that tourney were there because they wanted a console not a piece of PC hardware. I know there are some people who have both but more and more people just have a console.

And as far as the prizes go, Angel got them from his own money. Be glad you got what you did. So... Make like Justin Timberlake and CRY ME A RIVER :lol:

And that's why you are a N00B! FLAME ON! :woohoo:

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Re:SpringLan 2008! Feedback.

Posted by Desolate - 2008/04/20 22:03

flame off...

you're missing my point, At the same time however you reiterate it.

Why would the sound card go to the winners who were there for the console. The person in question stated he was just going to sell it on Ebay anyways.

And as for the console it was MY understanding that the staff who forfeited gave the person who asked him if he could take his place the option, not the person who had the best score below him. I understand that yes, a console and cash are good for a console tourney, but the difference between \$300(console AND game) vs (originally \$15) \$22 is a substantial amount.

And finally... you have lost sense of some of what i was saying. Rules were added DURING the tournament, not before it. Rules should ONCE AGAIN be discussed hardcore before the tournament and they should stay that way regardless of the circumstances.

But hey... who care about what my input is huh? I could've bitched and bitched and bitched(i can go on) but I didn't. I vented on a couple of cigarettes and spoke with Angel in a calm and professional manner about how to improve future events.

If it were TRUE double elimination.. then hey.. technically I still have one elimination left, so since the player in question had a major advantage over me in one game, then I should be able to face him again in a game where I have a major advantage over him right? ;)

No, because what is done is done, and I don't care anymore. I just want to make sure future events run more smoothly. So before you go off trying to flame me over some bullshit facts that you don't even have right, research some and speak with Angel over what I said to him.

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Re:SpringLan 2008! Feedback.

Posted by drupi - 2008/04/21 04:46

Krypto is not staff and has not asked to be staff, he is a friend of mine that asked if he could help with setup and teardown in trade for entry and a Mac. He worked his butt off and therefore got thrown into the mix. He did pay entry for the Wii Tournament.

I asked you to take my place because I don't do consoles personally and so it goes.

As I have stated in event posts and in emails this event was the start of the return of fun tournaments with BS prizes and the few big items we do get go to the raffle unless a sponsor says they are for a specific tournament. when and if that is the case it will be spelled out as such.

like nimda said Angel put out his own money for the Wii and ran a decent tournament for his first time as WLP Staff, same goes for 3tek.

I personally don't care what anyone does with their prizes. if he puts the sound card on Ebay that is up to him. He won it he can do what he wants with it.

Angel will do better next event so will 3tek it's just how things roll sometimes.

Other than the CoD4 Tournament having server issues (Damn Windows Server) and Bign00bs gripes up above we had a good event with a decent turn out and no other major issues. we didn't get to FEAR or some other games because of the delay with CoD4 but all in all a good time.

I know I might have missed a few people in telling them the news but MindScapes will be closing the end of May while they focus on a Summer program they are doing at Wichita Independent School and try to save some money. So we are on the hunt for a location (again) for Summer LAN and we refuse to go back to the Best Western because of all these restrictions on us. Sciman or I will keep you informed of the details of this.

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Re:SpringLan 2008! Feedback.

Posted by Desolate - 2008/04/21 11:36

i'll keep my eyes out for a location... eta on the photos for this lan?>

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Re:SpringLan 2008! Feedback.

Posted by h0lyHandGrenade - 2008/04/21 12:41

This was my first time at a WLP event and overall I had a good time. I appreciate what you guys are doing and hope that it is able to continue to grow. However, there were some things I was disappointed about, some of which can be changed, others that couldn't be helped at the time. WARNING: This is an excessively long post!

TOPIC #1 – Variety of Games

You have many servers going for everything from CS:Source to Battlefield 2. Yet 80% of the attendees played nothing but CoD4 all night, the others mostly playing WoW or some other RPG or strategy game. I enjoy CoD4, this LAN party being the first time I seriously sat down to play it online, yet after two or three hours, it gets rather old. I would have loved to jump in to some CS:Source or Team Fortress 2 with some people.

Now I realize there is not much you could do about this, it is mostly up to attendee's preference, but maybe there is a way you could schedule games. At LAN events I have attended elsewhere, they have done something similar to the following. So, here is the scenario that could have played out at this last event...

For this scenario, let's assume that there is only one tournament scheduled, the CoD4 tourney. You schedule that tournament for 9pm (or whatever time works) and those who are interested can sign up for it and participate at 9pm with an hour of practice scheduled for an hour before the scheduled start of the tourney.

Before the event you run a poll (on the website and/or through a discussion on the forum) about what games (for which you have servers available) that people are interested in playing at the event, leaving the tournament game out of the poll. Based on that information you schedule the Top 3, 4 or 5 games that people have shown interest in for the time before the tournament is scheduled to begin and during the tournament (for those not interested in participating in the tournament). You schedule the games in something like 2, 3, or 4 hour increments (with overlap), the scheduled time possibly being based on the amount of interest people showed for the selected games in the poll helping to determine how long it is scheduled for.

So let's say that you choose do the Top 4 games that people voted for in the poll before the event. You have the CoD4 tourney scheduled for 9pm, and you see that the Top 4 games voted for in the poll are favored in this order...

1st Counter-Strike: Source, 2nd Team Fortress 2, 3rd UT 2004, 4th Quake 3

So you schedule CS: Source from Noon - 5pm, with an overlap of Team Fortress 2 from 4pm-8pm, UT 2004 from 7pm – 9pm, and Quake 3 from 8pm to 10pm... then you can either let it be a free-for-all after that or simply repeat the schedule until the event is over.

So here is a sample schedule for the event...

12pm - 5pm: Counter-Strike: Source
4pm – 8pm: Team Fortress 2
7pm – 9pm: UT 2004
8pm – 9pm: CoD4 Tournament Practice
8pm - 10pm: Quake 3
9pm - Finish: CoD4 Tournament
9pm – 1am: Counter-Strike: Source
Midnight – 4am: Team Fortress 2
3am – 6am: UT 2004
6am: LAN Over

So that is my idea on how more variety could be brought to the event. The overlapping, and repeating schedule guarantees that everyone can play the games they want to play, despite what time they may show up. So if someone shows up late, they still can play the games that were played earlier in the day. While the tournament will steal away many of the players from the other scheduled games while it is under way, it still gives those not interested in having something they can all do. If a group of people wants to deviate from the schedule, fine, but this way the majority has a variety and way of knowing where most people are playing. Also, when a new game block is scheduled to begin it should be announced through the PA system so people who are ready to move-on can get in to the next game and start filling the server in.

TOPIC #2 – Servers for Tournament /Handout

The handout that was received at registration was a bit vague for someone who is new to the event, and should better explain what the different servers are, and how to find/get in to them in game. Especially the different Tourney servers, that must be manually added.

TOPIC #3 – Steam Café Setup

It should be more clearly explained through the handout on how to install games from the Café account using the local copies, and not using the Steam servers that take hours.

TOPIC #4 – Tournaments

This is my opinion, and only my opinion that there should only be ONE PC tournament and no more than TWO console tournaments. I know you guys are trying to make this more of a fun event, and I think an abundance of tournaments isn't going to help that. PC tournaments take time to organize and get going, so it may just not be possible to do more than one large tournament. Quality over Quantity. Also, as for the PC tournament, I believe that rounds should be no longer than 20 minutes long and more attention should given towards insuring that all teams have their members. My team had someone drop out during our first encounter with SLP without notice, leaving us one man down for the remaining match. That was part our fault for not saying anything when it happened during the game, but it is still something that should be given close attention, as it really can screw up the balance. I know these tournaments aren't a big production and taken super seriously, and that is great, but fairness and balance are key.

TOPIC #5 – Attendance

WTF people!? You have this available to you, and yet not that many people show up!? I know there are far more than 30 or 40 gamers in the Wichita area that would/should/could attend WLP events. Wouldn't I be awesome to have 80+ people? That means better tournaments, more players to do different games, and I suspect even better prizes. If you know someone who is a gamer, bring them!

TOPIC #6 – “Still Alive” Portal Song

For those of you who booed when someone played the Portal song on Rock Band... you suck. Portal is a brilliant game and “Still Alive” embodies and closes the experience in such a perfect manner. It may not make the best Rock Band song, but damnit, it still rocks in its own way. If I find out who you all were who booed it... I will Rick Roll you.

IN CONCLUSION:

I had a good time at this event. I just hope there can be more variety and further organization for future events. Thanks for doing this for everyone and I sincerely hope the WLP continues to grow. Thanks!

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Re:SpringLan 2008! Feedback.

Posted by drupi - 2008/04/21 15:58

when its done (when I get my computer back online)!

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Re:SpringLan 2008! Feedback.

Posted by Specter - 2008/04/21 16:38

First off, I would just like to say thanks to the staff of WLP for putting on yet another great event (Except 3tek...loser :D).

I agree with the suggested game period idea. By the time the LAN was over, I was WAY burnt out on COD4. It is kind of becoming annoying because every lan seems to be playing nothing but COD4 now...but anyway - I jumped on the other servers only to find that they were empty. So basically when I was not playing COD4, I was filling my new 500GB hard drive with files.

To the people who are going on about the staff playing in tournaments - do keep in mind they want to game as well. Even though as a staff member you do more fixing and running around than gaming, they would not put this on if they didn't want to game as well. Although true, they should be ineligible for prizes, they should at least get to field a team.

Keep in mind that no lan will be perfect. No matter how hard the staff work, no matter how many people will show up, something will always not go to plan. Just keep that in mind when you decide to gripe to the staff about something your unhappy about.

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Re:SpringLan 2008! Feedback.

Posted by 3TeK - 2008/04/21 18:13

Thank you for the support Specter.

1) Yes I know the server did he problems, partly because it was a last minute setup due to the fact that linux WOULD NOT install on my computer (i'm working on it ATM) and the config was done ON THE FLY to fix it.

2) We do need to set the rules, BUT the problem with that is SOMEONE will bitch or complain about the rules because everyone is used to something different and there is nothing I can do to please everyone (im not nimda ;-))

3) It was my first time hosting the tournaments for WLP, so cut me some slack. And bignoob, im a host i can be on the mic. The reason i was a dick is people kept asking if the server was live. If people would listen the first time, I explained how it worked.

4) sorry the fifa 08 tourney didnt go off as planned, it wouldnt install on my fscking computer (specter and sciman)

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Re:SpringLan 2008! Feedback.

Posted by Specter - 2008/04/21 21:26

You see, thats why your a loser - I never got the chance to own you at FIFA. Other than that, good job.

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Re:SpringLan 2008! Feedback.

Posted by 3TeK - 2008/04/21 21:44

thanks ;-)

hey dont forget, we could just play online :-P

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Re:SpringLan 2008! Feedback.

Posted by SciManAI - 2008/04/21 23:36

Hello there, and welcome to the forums.

I have some replies to your comments and for what its worth I am happy you are commenting, its rare we get feedback to work with...

Bignoob

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I will say this right now, I don't mean to crucify him, but ALL console related tourneys are Angel's game. The rest of us are blatantly ignorant to competitive console gaming because we choose to be.

Rules of said tournament are again under Angel's deal.

I will say this once, Admins have FOREVER participated in games, the reason why we do is to insure a fun time, we fill in gaps, balance teams off, and create admin teams to fill the bracket. It KILLS me that I cannot win anything, but it does NOT effect a thing that we compete. So on that note, the rules have ALWAYS been clear, we NEVER win prizes. If you see a admin or admin associate with gear from a sponsor you should proceed to flame them and hurt them as much as you can.

As far as a the prize bitching, and I will call it that. WE WORK OUR BUTTS OFF for your prizes, and what we get is what we get... One of our staff GAVE UP HIS OWN CASH FOR IT! and fully intends to do it again! (thats some lanlordz action right there)

As far as the door prizes, Its a reality of door prizes that anyone can win them. Suck it up trooper.

Thanks for the input, it does mean something that you are the one of 2 voices for WLP I always hear.

h0lyHandGrenade

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TOPIC #1 – Variety of Games

In response to that I have to say that we do our best to be ready for anything on the back-end with servers. Truth be told we offer more servers than anyone else in Wichita.

The thing is with LAN is we do ALLOT to promote different games, we run the ALP system which NO one uses!(I say this because the vast majority don't use it?)

The other big issue is the lack of input at the website. This problem with polls is that honestly we have dwindling input from the majority of users.

TOPIC #2 – Servers for Tournament /Handout

On this note, the flyers were a new idea, ALP again had specifics for ALL tournaments, which was also on the flyer. I wish I knew how to get people to go to alp short of putting porn on it.

An example of ALP is: gaming.scimanal.com

TOPIC #3 – Steam Café Setup

This was a first for us, better documentation is on the way! I promise!

TOPIC #4 – Tournaments

Personally if we could have no tournaments that would be the name of the game, I feel this is a party, but its increasingly harder to get people to come out with no incentive.

TOPIC #5 – Attendance

If I was gay I would kiss you, COME ON!!!
Pc Gaming is NOT dead and I know more than 40 gamers personally. Where are they? IDK...

TOPIC #6 – “Still Alive” Portal Song
LOL

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Re:SpringLan 2008! Feedback.

Posted by Angel - 2008/04/22 19:48

okay sry if i made someone made about how i ran my tourny.. guys heres the deal the rules can change at any time.. thats part of being an admin.. i had to make people play my tourny FUCKING MAKE THEM..
TS A GOD DAMN WII FOR FUCKS SAKE...

Duckie was the losers braket and thats how it went...

I was just trying to make it fun as possible for everyone...

Again sry if i made someone made or anyone made like little kids who don't know how to play in a tourny... lol god damn you have to deal with them next time sci man..

we are looking at geting the next gen of the ps3 with is supposed to be way cooler for the next lan... we are going to do single elimination on a ps3 game... (hopefully they have a good one by then)

and thank you big noob for not being a poor sport about it all. again thank you...

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Re:SpringLan 2008! Feedback.

Posted by drupi - 2008/04/24 08:42

Ok here's my final take on Spring LAN, overall it was a huge success in my book. We had zero network, internet, or power issues which is a first for WLP. The first true WLP only console Tournament went off pretty well with a few issues that have been commented about here and sound like they have been resolved. and overall sounds like everyone had a good time and plenty to eat!

PC Tournament issues where just minor, thanks to 3Tek for fixing shit on the fly with his server and attempting to keep us on a steady run with CoD4. I do apologize for it going so slow but hey shit happens at LAN Parties and nothing can be done about it except keeping it flowing as best as possible. We hope to have his box moved to Linux before next event and also make sure every server is a mirror image of each other for tournament play.

Attendance was lacking this event, Winter LAN had 84 attendee's crammed into the same space a good chunk of them where new faces never seen before and a few of them returned this event! so to those folks plus our regulars thanks for attending another great WLP Event. I agree with everyone else in saying WTF!?!

I am looking over every idea that has been mentioned so far in this thread to improve the event and will look into them. Corrections to the flyer will be made for next event for sure and we hope to do some open play scheduling that works this time.

My personal rant for everyone is please pay attention to ALP! we have this available for people to see the schedule of events, put in your request for the pizza order, hopefully have the MP3 player working soon so you can go through my list of 9000+ songs and put a request in, and sign up for tournaments! We are going to return to putting game servers listing in there, they will show what map is running and how many people are playing at that time, not to mention that teamspeak is connected through ALP and you can see who is in there. We have an admin channel you can come ask us

questions on if you feel lazy and don't want to come up to the counter!

Last thing, we as the WLP staff work very hard to put these events on and usually don't get to much gaming in but, if we are running like we did over the weekend and have the time we will jump into tournaments as a team or go fill in for other teams needing an extra person. Do we see anything for this? NO! When I took over WLP a couple years ago I changed that rule, I thought it was not fair for admins who put on this event to get a crack at prizes. The reason why is we don't pay entry to our own event and for the most part get to game all night if things are working right. I have had people turn down an admin position because of that rule and I feel like if you think you need a crack at the prizes to host a LAN Party then you are not what we are looking for.

I am still looking to fill out the last of the staff positions I think we need, these are mostly to help out 3Tek and Angel but I am also looking for someone who is good with words and can write up our press releases, newsletters, and front page information for wichitalan.com. So if you have time to dedicate to something and want to improve WLP give us a shout.

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Re:SpringLan 2008! Feedback.

Posted by 3TeK - 2008/04/24 12:00

good post ;-)

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Re:SpringLan 2008! Feedback.

Posted by Specter - 2008/04/24 17:32

I think there were like 20 people registered on ALP, and that was just to sign up for the tournaments.

Drupi, I tried to buzz you on TS about the pizza thing, if it was working or not, but you were busy I guess. No biggie, I understand.

If you need help getting the music going, I can do it for ya. I know ALP and specifically the music feature from setting it up at past LEF LANs before I stopped running them.

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Re:SpringLan 2008! Feedback.

Posted by drupi - 2008/04/26 11:36

Hey Specter if you can make the ALP pull MP3's from a network drive that is what I want to do

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Re:SpringLan 2008! Feedback.

Posted by Desolate - 2008/05/03 10:33

hehehe.... been a couple of weeks since i've touched a computer.. but since my friend so eagerly brought this to my attention...

what size was those energy drink cans? 24 oz?

cause if they were i have an idea for the next lan.. sorry angel.. this will hurt

Monster BFC

<http://cocktailsworld.com/wp-content/uploads/2007/12/103814.jpg>
