

Here is an idea that would put more value into kudosu, satisfy those beginner players that want something mapped, and modder not wanting to mod some map.

First, raise the kudosu requirement to 100. Any collective of players can sum up hundreds of kudosu, which makes this system look like a joke, especially with the 12 kudosu requirement.

Next, have mods count by individual edits, and not by post. Have a checklist system which allows players to put in the edits to the map under either of these categories:

- Notes
- Story Board
- Skin
- Timings
- Hitsounds
- Metadata

Each edit would be worth some fractional amount of kudosu based on category. Accepted edits, when checkmarked will be accepted and kudosu would be given to the modder. Things that don't have individual edits like guest difficulties or entire storyboards would receive kudosu the traditional, per post.

Currently players can shoot kudosu to just feature requests and beatmap priority. Allow kudosu spending on the following things:

- Beatmap slots
- Map Bounty
- Mod Bounty

Beatmap slots would require a higher number of kudosu per slot. For example with arbitrary values, the first slot would be worth 10 kudosu, the second would be worth 50, third would be 100, and so on. Beatmap slots would have a one month expiration date where the player loses one slot per month. That expiration date is reset every time the player spends on a new slot. So if a slot expires in a minute, and a player spends kudosu to get a new slot, then the player would now lose a slot in a month. As it will get harder to get enough kudosu for a new slot, the number of slots will eventually be capped by the amount the player can spend on a new slot.

For the bounty, there would be a forum section where player would request songs they want to see ranked for a certain gamemode and throw kudosu towards the request. The player will have to fill out a form that ranges from things like link to the song, genre of song, BPM, mapping style, gamemode, difficulty, etc. which can then be searched by others through filters. Whether to allow other players to contribute towards the bounty is debatable. When a mapper decides to do a bounty, the mapper should have the ability to have the system check if the metadata matches what is requested. Metadata would be checked by modders, like it always has. When a mapper ranks the requested map, the system would check if the metadata matches what was requested. If it does, then all of the bounty goes to the mapper. This would perhaps solve the problem where players request maps and others yell "map it yourself".

The same would be done with mod bounty. The modder will set the amount of edits he/she wants to see as well as type of mod (SB, note, hitsound, etc) and for what difficulty. The mapper would then put your map up for bounty and set the kudosu amount. Modders would be able to search by type of edit, amount of edits, and examine the metadata of the song to see if it's a genre they like, length, etc. If a modder decides to mod, and the requester approves, then the modder will get the bounty. This would allow modders to have some motive in modding a random player's map.