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Subject: What makes a map great? (MK1)

Posted by [Anonymous](#) on Sat, 02 Nov 2002 21:22:00 GMT

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Let's discuss the points that make a map great. here are the obvious points: Good Design, for low lag and for a great atmosphere. Function, how much strategy can be used? Sniping? Tank war? And my favorite, the overall design; textures, design, replay value and beauty. I think one of the most important parts of making a map starts before you hit the pc. Draw it out. 2 vehicle entry points? any sneak points? Vulnerable to long range weapons? will it have room for tank battles and enough cover for sniper wars? And finally, is there at least 1 thing you can exploit against your enemy, like a far harvesting route? What are your thoughts?

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