
Subject: Renegade Alert: Tweek's Mappack
Posted by [Aircraftkiller](#) on Sun, 17 Oct 2004 05:01:29 GMT
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First of all, he's got a long way to go before this stuff is really going to be considered final in my eyes. The terrain is way too open, there is almost nowhere to hide. It's reminiscent of Titan and his garbage game levels he just kept throwing out over and over, trying to hit a bull's eye with his eyes blindfolded.

The trees aren't used properly. Snow covered pine trees should not be in an area with temperate level design. I should be able to drive my tanks on a lake's shore, not be stopped the moment I'm about to enter the sand. In some areas the blocking of vehicles is completely absurd, 40 meters away from the water and my tank is being stopped by nothing.

There isn't enough texture usage, along with that there isn't enough foliage.

Several levels are just nonsensical. The only one I honestly liked the design of was that pacific one and it still needed a lot of work in order to be called complete. He needs to focus on doing basic things first before trying to do five game levels. You don't start driving a car before you learn how to walk and use a toilet.

The designs need more of a sense of direction. They lack intelligible landmarks that allow you to figure out where you're headed to.

The bases are almost always too large. Red Alert structure placement was within two cells for a reason - if they are spaced too far apart, infantry and vehicles have a really long response time in dealing with threats to the base. I shouldn't have to take a minute to get from one side of the base to the other in every game level.

Tree backdrops should be hidden by trees and should only be visible up-close when absolutely necessary. Several of his attempts at tree backdrops are good tries but need to be placed much further back with actual trees\forests making them seem more natural.

All I can say is that it looks like you're only trying to find a way to attack me instead of making him create better game levels. He is the only candidate from this community that I would consider hiring for game level design at this point in time, and you're not fucking helping me want to get him to join us when you blindly praise him and make him think his work "roxxors your boxorz" with your lameass fake praise.

Fuck off lamer, and help him learn.
