Subject: Re: C&C_Flooded
Posted by Alkaline on Fri, 30 Sep 2005 07:20:30 GMT

Comments after playing the new version:

You added helis but the buildings don't have stairs... anyone can lay a nuke on top of a building and you won't be able to disarm it.

The rain is still too much, the addition of palm trees will slow fps even more.

Map still is way to similiar to C&C_Walls in the layout. I would change the rock texture to that from some single player missions, i.e the Black & White rock texture.

Get rid of the guard towers and put an AGT, and Obleisk for NOD

Make a side entrace to each base, 1 entrance only makes the game slow...

Just some ideas... but as it is now It feels like a lamer version of C&C_Walls