
Subject: New map - Wilderness DM - screenshots inside!

Posted by [Javaxcx](#) on Thu, 01 May 2003 03:37:18 GMT

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The only general problem I've noticed with many new deathmatch maps is that well... They are quite open fielded. I don't really know dick-all about heightfield, and other modification jargon, but I do know what I like.

What I first had in mind when I saw the title to this thread would be a thick jungle-like map with various small clearings or trenches for combat. I didn't see that in the picture, and my first impression was jumbled. I'm sure the map itself will be fine, but just take some consideration some things such as "What can my map do that no one else's can right now?".

C&C_Beach is a great example. I loved that map, it's my 2nd to favourite deathmatch map next to C&C_Centre. Or whatever it's called. It took the damnedest principles of a beach, and incorporated it into the level. It has water where you can hide, sand dunes where you can take cover, and the open field isn't the whole map. My recommendation is to finish this map, and perhaps make a new version of it in the future with more substantiated standards. Make it stand out.
