The "bridge" was placed there in a hurry. GDI didn't have enough time to build a concrete one.

I will add backdrops (probably models as I don't have the right textures to do something else, I'm stuck with those of renegade). The temple will get more detail and rocks and other objects will be placed for cover/decoration.

Keep in mind my main focus here is gameplay, not looks. But I'll try my best anyway.

Also, If anyone want's to help and create a "stage" you are more then welcome to do so. It doesn't have to be large. Maybe we can turn this a bit into a community project where everyone adds a bit to the map? Just a suggestion.