
Subject: Re: CnC: GE 'n PD mod recruiting.
Posted by [F1AScroll](#) on Sun, 11 Mar 2007 16:10:19 GMT
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Models, textures for the models, and maps are the things I need right now. If you had a layered map of any level (or a w3d, ideally) then that would greatly help me. I'm going to start on Facility now. Dam makes me want to shout it's name with an "m" because it keeps crashing and I have my PS2 hooked up (Just got it at Christmas). Anyway...

- 1.) Do you think I should have the Runway with the movie's motorcycle or the game's tank?
Maybe both?
 - 2.) Should I put the Dam's island in as a "hidden" objective?
 - 3.) Should I force 1 player to be Bond and the rest to be additional enemys? Should I force them all to be MI6 operatives? Should I just make them all auto-teamed?
 - 4.) Can anyone think of some cool ideas for the mod.
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