
Subject: Re: Command & Crysis: The Dead Six
Posted by [Dante](#) on Thu, 02 Aug 2007 21:58:44 GMT
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We are in asset planning & design right now, i would say that we have 2 "done" vehicles waiting on textures, about 5-6 weapons "done" waiting on textures, and other assets in various stages.

While the art team is going nutz, the code team is preparing all of the code, and the level team is starting to build some libraries of useful scripts and tools.
