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Subject: C&C Castle Progress

Posted by [Di3HardNL](#) on Wed, 22 Apr 2009 20:51:32 GMT

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I am making a new map for Renegade Sniper mode. It will exist out of a couple of small tunnels and chambers from a castle look a like.

I am not adding to much stuff otherwise it will lag, just some decoration

I have made the chamber for where the NOD spawns now and also a stairs which goes down this stairs will lead to the main room. Only I need ideas what the main room should look like. This will be the place were the most fighting takes place.

Obviously GDI gets the same kind of room where they spawn and also a stair which goes down.

Here are some screenshots of what I made so far. Any comments/suggestions are welcome.