
Subject: Re: C&C Castle Progress
Posted by [Di3HardNL](#) on Thu, 23 Apr 2009 09:15:58 GMT
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Thanks for the replies.

And I have added the main room now I hope you all like it.

This is what is left to do:

- Adding different decoration to GDI's room, and make the stairs lead to the main room.
- Add torches in every room. The main room will have normal orange flame on its torch, Nod's room will have red, and GDI's yellow.
- Add yellow lightmap to GDI's room.
- Add red lightmap to Nod's room.
- Add skeletons against the wall in the main room.

I think that would be enough to have a fight in a cool map