
Subject: Re: C&C_Name_Not_Decided.mix
Posted by [R315r4z0r](#) on Wed, 14 Oct 2009 01:36:35 GMT
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Also, think about how you will play the map.

From what I've seen, it's very big. People will get bored running between structures.

Another thing to think about as well is the draw distance. You wont see the other end of the map when you are standing more than 300 units away.

You're going to experience a lot of "drawing in" when you enter wide open areas.
