
Subject: C&C_LakeBed... it's a working title
Posted by [warranto](#) on Wed, 20 Aug 2003 21:58:31 GMT
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A similar post was made in another forum so I'll just copy and past my response...it also further explains my intentions.

Like I said... lakebed, not lake. A lakebed is the bottom of a lake, and if they are able to get down ther, it obviously must be a dry lakebed -and as I said, it's aworking title that would have a story to explain it.. The walls can be fixed, like I said, lots needs to be fixed. It's just the basic idea that I want opinions on. Look at it this way, it's similar to a maze (also another title I was thinking of) that has numerous ways to the oponents base, and ways to get lost as well. As I stated it's not meant to be asthetically pleaseing, but rather offer some need for strategy to win. If it works like I planned, it won't be possible to stay in one place and hold down the mouse button, gaining points as you do so.

Edit: Oh and if it's needed, I can make the "mountains" less rounded. I just need to increase the polygons used.
