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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Altzan](#) on Tue, 31 Aug 2010 04:59:12 GMT

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Likes:

Building mechanic works pretty well

Building functions are good

Prices are accurate (a master list would help)

Scripts and messages are great touch

Dislikes:

Walking distance between building peds and beacon pickup is too large

Easy to get stuck and have to suicide

No PP or Ref support (which would be difficult so I don't blame you for this)

Only one test map

I like what I see, hopefully this won't be the last stage of development for the mod.

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