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

Posted by [Altzan](#) on Mon, 20 Sep 2010 05:05:44 GMT

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GraYaSDF wrote on Fri, 17 September 2010 08:14Altzan wrote on Fri, 17 September 2010 07:49

Actually, maps are what I'd like first, since the test one is just... flat.

Do you want a separate missions? No problem, but it takes me some time. Okay, in next version (before or after the New Year) I will make these features, thanks.

They wouldn't have to be terribly complex, though. For example, you could make simple low-polygon mountains in the general shape of C&C_Field, without the tunnels and extras, and leave plenty of space for the structures.

Thanks for accepting my input, by the way.
