Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by Tupolev TU-95 Bear on Mon, 20 Sep 2010 06:41:18 GMT
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Altzan wrote on Mon, 20 September 2010 06:05GraYaSDF 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.

Like seeing them mountains you find in red alert 95 aswell as Tiberian dawn? Nice. After all there should be a view Civilian structures with civilians running around like chicken.