
Subject: Re: RA_Fjord

Posted by [Blazea58](#) on Sun, 07 Aug 2011 09:18:55 GMT

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I only found a few minor things but i am almost sure you would have noticed them already. 3 missing textures , one being the small wall beside AGT, another being a tube inside the shrine of Nod, and a third being those tiberium crystals that you added.

The only real problem i have with the map is that it seems unbalanced. Gdi has one entry into Nod base, where as Nod can use the river or the front to get in and it has less defenses covering the front.

On Nod however, you get 2 turrets right beside the Obelisk, which makes it much harder to get in, where as on Gdi's base, you only have those puny gun towers and on all four corners, 2 of which don't really do anything because of their distance between Agt and the fact only a humvee could enter through the small gap between the wall.

And i am not so sure i like the reflectivity for the ice, especially near Nods base on the side, to me it seems un natural to even have ice there because there is grass right above it, and pine trees all have no snow. I think it should be more rocky if anything personally.

And i shot about everything i could and the only thing i noticed was the lights inside the house have metal instead of glass for the light part.

All in all this is a really good looking map, and seems like it will play out very well.
