
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [R315r4z0r](#) on Tue, 11 Oct 2011 23:26:49 GMT
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Nice looking map.

But try not to make too many different pathways. As small as the map is, the more paths there are the more you're dividing up the players.

In a game with 20 players on a map with 4 ways into each base, you cause players to end up either by themselves or in small groups of 2 or 3... and that results in dull gunplay.

Not only that, but you also ensure that bases will go undefended more often since players would be off in one part of the map where they aren't able to return to base in time if it becomes under attack.
