
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Aircraftkiller](#) on Wed, 12 Oct 2011 13:59:14 GMT
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Blazea58 wrote on Wed, 12 October 2011 01:20 Don't get me wrong, i do agree with you on the fact that it doesn't seem very logical, but the fact is almost every single map in renegade does this. This is a small map, there isn't a whole lot i can do because even a cave being connected to both bases seems illogical also.

I clearly see the point you are trying to make, but i don't feel like ripping this map apart 100 times just to please one person who judges his own work as the only thing acceptable. I know you have changed and got much better at modeling, sure you even went to school for it, but you are making it seem like there is something entirely wrong with it's concept altogether.

There is something wrong with the concept that two opposing forces would cooperate to build an underground complex that would allow convenient access to their bases. Or, barring that, had this underground complex existed before - I really doubt that both teams would build directly on top of it so that they're both open to attack.

Quote: Why on earth did Gdi and Nod create tunnels that connect to each base? I see no logic here, but it makes the map play out better with them.

A canyon with no exits or entry ways, yet both teams are fighting for this same tiberium field only a few hundred feet away?

How would one said team even create a base without the other team knowing they were already there to begin with, and construct tunnels that actually lead to the other base o.O

And how exactly did Gdi or Nod build the tunnel all the while making it connect to the other teams base only a few feet away? I don't consider this realistic at all what so ever, but i think it's a really fun map, thats what counts to me.

Those were originally developed by Westwood's artists. I only finished them off. You should know that since you've been around long enough. What point would there be to removing the essence of what made them what they are?

Quote: I have to keep the tunnels connecting to each other for gameplay reasons, i don't want one team to be able to just get up into the sniper perch without the other team being able to have any access to it.

Then there is the lower tunnel, which would have been some sort of Tiberium storage which Nod developed. When Gdi showed up they started tunneling into the same network to gain access to the storage facility and start destroying their structures to take over that area. In my mind it seems logical as any other "small" map, but to you it's never good enough lol.

I don't think i want to start building an entire cave network at this point in time, if anything ill remove the tunnels altogether o.O and give people just an open mountain map to fight on without any "unrealistic tunnels" connecting to each base, because that's never done in any of your maps

either o.O

You could easily make an underground cave formation that had an intricate design, without making it "unbalanced" for gameplay purposes. I already gave you ideas on how to do it. If you don't feel that my ideas are worth attempting, then sure; that's fine - I understand completely. It's your work. Don't look at it like I'm denigrating your work. Look at it as an opportunity to expand your horizons and see this design in a different way.
