
Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [Blazea58](#) on Thu, 13 Oct 2011 20:27:41 GMT
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I don't really like the layout of this map, you have a massive amount of area that will never even be used, at the top and bottom. Considering that you don't plan on doing anymore Renx work, i guess it wont change much if at all.

I really like the concept of it, a map with naval units, but the close distance between the bases will cause people to use tanks and infantry more then anything, and it might actually be problematic if people do decide to use naval units, because of the shear distance you need to go to get to the other base.

I think it would be better if you cut off either the top or bottom which would...

- 1: make it less symmetrical
- 2: Give naval units a bigger advantage
- 3: shorten the distance between the bases

All in all nice concept, but the map needs simple improvements on the terrain.
