
Subject: Re: C&C_Drift

Posted by [Aircraftkiller](#) on Tue, 18 Oct 2011 23:48:34 GMT

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crazfulla wrote on Tue, 18 October 2011 15:53 Looks nice so far. Not sure how ack thinks it looks symmetrical, to me it's far from it. Blazea58's map is symmetrical as hell...

He made an infantry-only level which is completely different than one that's got vehicles in it. Symmetrical qualities tend to make easily-defended choke points that cause games to be more about Nod's Artillery spam rather than any kind of tactics.
