
Subject: Re: C&C_Drift

Posted by [GEORGE ZIMMER](#) on Wed, 19 Oct 2011 01:06:30 GMT

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The cliffs seem mostly alright to me, with the exception of the shorter ones. They could use some more polygons.

As for the design itself, it's pretty nice (and no it's not symmetrical, ACK). Although, Nod's base seems a little more open than GDI's, but that could just be the angle. Maybe supply a few more screenshots? Otherwise, I suggest placing down a small little mesa to block easy shots against the airstrip and such.

I'd also like to point out that the map seems rather unfriendly towards infantry. Maybe having the focus be the center area there for vehicles, then converting that upper area in the screenshot (which seems to only serve as an advantage for GDI) to an infantry-only area (how it'd look is up to you; be creative). Possibly give various vantage points against the center area (for snipers and the like).

Then, perhaps lower the bottom access area a little (along with the ocean level, obviously), to make it tough (if not impossible) for infantry in the new infantry only area to hit stuff down there. This means the center area is faster and has the most access, but is open to infantry fire, so setting up a solid assault is more difficult. The bottom area would be longer, but have a bit less risk of running into sniper fire.

If all that were done, it could actually be a really cool map.
