Yeah, the missing textures and killzones were a last minute my bad, also we're currently making some sounds for the tiberium monster (squelching sounds like the TS viseroids) the skin I made needs some work too.

I planned it so you could get in to the hon and barr and both refineries (via tunnels) as infantry, without being killed by the main base defense. As I just realised that the layout is a bit like volcano whats everyone's feeling on removing the main base defences??

I was thinking of adding more detail to the bases as they seem kind of bare (terrain wise), but, the poly count is already very high.

Edit: I have a busy day today (away from my computer) i don't have time to put up any screen shots. i'll put some up later some time, unless anyone else wants to be a good soul (cheers if you do)