

### Visual Issues

1. I thought this was meant to improve the map by giving it a facelift, just seems to me you've added in a bunch of textures and a fail bush/tree here and there.
2. The wood texture looks really plain and linear.
3. GREEN

### Gameplay Issues

1. What is with the big huge building to the far left of the base entrance

To me, that just seems like you are removing a vital access point for people to escape their base or sneak out during their base with a vehicle, whilst their base is getting assaulted.

1.a Also that thing promotes camping if people can enter it, the map is bad enough with people sat on the walls, cant wait till all the noobs go "oh look a new thing for me to hide in and i'll put in 110% to be a bigger baguette".

- 1.b If people can't enter it, whats the point of it anyway

2. Turrets are retarded, and so is that turret positioning, if that big building were to disappear, that pointy out bit of the turret of it is going to annoy arties that were on the sides trying to fall back.

3. Sam sites are retarded(especially on such a small map)

4. Sam sites are retarded, makes it easier to detect if a flying unit has entered their base(since it will be shooting at/near the powerplant at the unit), when players should actually be using their brain and paying attention anticipating that to happen.

5. Is that a helipad I see up ontop of a cliff? Does it repair?

5.a. Helipad will stop people jumping out of their tanks to repair, which is part of the original gameplay.

5.b. The map is small, if a team manages to hold the top, its already going to be a pillage festival, flying vehicles can go back into the battle in half the time now.

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