
Subject: Map idea (with a dam)!

Posted by [npsmith82](#) on Wed, 19 Nov 2003 06:02:08 GMT

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Okay, below is a layout of the map idea i've got in my head (please excuse the quality). I dunno, maybe you'll never see it as great as i imagined it in my head, but please try...

GDI occupies the left side, with Nod opposing them. Everything in the lower half of the image is 100ft or so below everything in the upper. It would be great if it was identicle to the dam in the SP missions (M02.lvl).

GDI/Nod buildings should be equally spread out between the higher terrain, and the lower (just like the power plant at the base of the dam in SP that looks amazing from above).

Both routes above and below the dam have a route to cross with vehicles. Above, you have the dam crossing itself and maybe a rope bridge for infantry. Below, you have a bridge of some sort, or maybe an under passage that goes beneath the waterflow.

I came to a decision that every map that i've seen (with the exception to one), has the base structures grouped together on the same height of terrain. Why not spread them around the local base area on different heights of terrain? C&C_Glacier has the best structure layout i've seen for a map, but they're all still at the same terrain height.

Think back to Tiberian Sun, if you had the build space in the local area, you were able to construct your base on higher AND lower ground areas.

I personally think the dam level is the most graphically pleasing level in Renegade and deserves to be expanded into multiplayer. If anyone would be willing to create the map, please do so.

I'm only trying to inspire some of you great mapper guys.
