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Subject: pooling resorces

Posted by [Cpo64](#) on Tue, 27 Jan 2004 17:38:19 GMT

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How is haveing a team for one map a bad idea?

Say the map has new buildings, new vehicles, new weapons, and new characters. Would it still be a bad idea to have a team work on it? Maps are more then just the terrain...

Unlike a skin, or a cursor where there is only one part, a map has many parts. Haveing people working on individual parts does not seem like a problem to me.

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