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Subject: Re: CnC Reborn Trailer One!

Posted by [Slash0x](#) on Mon, 22 Aug 2005 05:03:37 GMT

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You should add gravity to the heavier missiles. Most of those probably do a lot of damage anyways, why not make the player have to aim above the target at longer distances? But that's my own opinion, do what ya want.

Another thing I saw was the left hand; the left hand seemed to be REALLY fast moving. I understand you try to match sounds and motion, but I just thought I'd bring that up as well.

Looks good so far. I hope you get this done; you have the team, now completing it is the other half of the battle.

KUDOS! And Good Luck!

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