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Subject: Re: C&C\_Tiberium\_Wasteland ( LOOK ITS BETTER)

Posted by [Jecht](#) on Sat, 26 Nov 2005 03:31:37 GMT

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From the screenshots, it looks good, but you could make it better. From the screenshots it looks very wide open(denoted from wastland I presume). Even if it is wide open though, is it the best approach to making a fun map? All the fun maps I have seen use barriers to allow you to attack the base without getting hit by the defenses(default maps such as Mesa, Field, and City\_Flying come to mind).

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