
Subject: Re: I am going to make a DM map need ideas
Posted by [JRPereira](#) on Wed, 11 Jan 2006 23:34:00 GMT
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idjit626 wrote on Tue, 10 January 2006 17:27How bout this.

GDI starts out in a base (not a traditional one with refineries or something like that) and has to defend a computer or something against nod who will start with a bunch of tanks and stuff?

This could be feasible, so long as GDI's defense racks up enough points to win without making it easier to stall as GDI and pointwhore than it is for Nod to crush the base and win via destroyed structures.

You'd also have to make sure that the server has a time limit that's acceptable for that kind of gameplay (I'd imagine no more than 15 minutes).
