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Subject: Re: C&C\_Assault BETA 1.0 released.  
Posted by [Dr. Lithius](#) on Sat, 21 Jan 2006 21:53:00 GMT  
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Here's my analysis of your map:

Restarting from the GDI base sucks. But I don't guess there's much you can do about that. That distance from the GDI base to the Nod juncture is awfully long for infantry... Maybe toss in a respawning Humm-Vee or two, seeing as this map was meant for multiple peoples.(But don't make the Medium Tank respawn.)

More weapons! As it is, this map is a serious "free-for-all" in the style of Zombie Panic! for the Medium Tank and weapon crates strewn about the map.

Refresh points would be nice. Places that have a bunch of Health and Armor power-ups. But then again, this map still reeks of "free-for-all".

Adjust the heights on some of the platforms in the first stage(such as the bridge), the tunnels area, and some other places. In most maps, Infantry and Vehicles have no problem climbing up these. In your map, they do.

Needs more Impse.

Add the Purchase Terminal in the GDI Infantry Barracks. Just disable the Barracks itself if you can.(IE, make the existing Barracks a custom building or something like that.) This way, people can only get a Soldier, Shotgun Trooper, Grenadier, and Engineer. Playing as just a Soldier is boring.

I know Dr. Petrova turns evil in the campaign(spoiler OMG), but why not just use one of the Scientist units instead?

Needs more bosses. Like Tiberium Raveshaw. Kekekee.

I almost forgot. If you jump through the black from Level 2 to Level 3, you end up having a "fell to their death" death. If you just walk, though, you're fine.

Oh, and I did forget... You need to fix those missing texture issues. The tunnel walls, floor, waterfalls, and other things are all missing(IE have the "Westwood Studios" logo where the texture should be.) And I know it's not just me. ;P

Finally, make the water in the tunnels splash when you walk through it instead of just act like a rock. And maybe add some depth to it. Not much...just enough to where your feet get wet.That's just my twelve cents. I dig the map overall, but it definately needs a little work before it's totally awesome.

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