
Subject: C&C FarCry Update - Playtest went though
Posted by [Dante](#) on Mon, 26 Jun 2006 07:34:08 GMT
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So we spent a good 3 hours today going through playtesting the current build.

We have quite a bit of data collected and have already started working on the initial bug list and feature modifications.

I will post up some screenies tomorrow.

~Dante

Sneak peak attached, purchase terminal in game and working (WIP Design)

File Attachments

1) [pt.jpg](#), downloaded 1531 times

Purchase Terminal - Alpha

No time
Credits



Basic Infantry
Cost: 100



Engineer
Cost: 100



Close Infantry
Cost: 260



Sniper Infantry
Cost: 600



Heavy Infantry
Cost: 1000



Buggy
Cost: 260



FWD Vehicle
Cost: 600



Forklift
Cost: 0



Reload
Cost: 0

