
Subject: Re: C&C? Need some possibly names.
Posted by [Stallion](#) on Wed, 21 Mar 2007 13:25:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've got to admit c0vert has done alot of great work on this map so far esp. with how picky I've been with EVERYTHING .

I'm likely going to make him do some redesigning of the bunker and some work on the tiberium lake but I love the rest of the stuff he's done so far.

This is absolutely far and beyond one of the most unique maps ever made for renegade; and is being designed to be one of the most realistic yet highly advanced scifi type of maps ever. It's rather turning into a full mod instead of just a new map. Nearly everything will be modded or redesigned from the ground up including buying weapons instead of soldiers.

There's a full concept to this map instead of just tossing in a bunch of random stuff. The concept is that of a clone war type of thing (not star wars clone wars , but clones nonetheless).

I was thinking of naming it something along the lines of C&C_Clone_Valley.mix because of the clones and that it takes place in a mountain valley, but the name isn't solid yet.

If anyone would like to try to think of a good name for this, here are some basics to look at when thinking of one:

it has:

- clones
- mountain valley setting
- unique map style
- mech/wolverine types of tanks (added with regular tanks and hopefully some other special types)
- secret areas*
- and more...
