
Subject: Re: C&C_GhostStageDM

Posted by [Canadacdn](#) on Mon, 10 Dec 2007 03:30:03 GMT

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Okay, I downloaded it and tried it out.

It's a pretty straightforward map, just a lot of bots fighting. That being said, it's not much of a deathmatch if there are bots shooting at everything. If you intended it to be a one player deathmatch, mission accomplished, I guess.

As for the map, it's pretty simple, nothing excellent or bad, but try to model some decorations instead of using DSAPO objects.

It's not bad, could use more rooms though.
