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Subject: Re: untitled aow map

Posted by [GEORGE ZIMMER](#) on Mon, 18 Aug 2008 10:12:10 GMT

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Buildings too far apart, the map edges are far too flat. Make it heavy mountainous terrain, with a few mountains in the background. Since this isn't 2002, you can make modeled ones, not the 1-plane backdrops found in field and etc.

To make things more interesting, perhaps put some crates spread around the map, with more spawns in the center room thing. Also, as suggested, perhaps throw some more buildings down. And put the AGT closer up- The barracks would be a prime target. AGT and Obelisk should both be in the front.

Maybe make a few other things, such as superweapon structures. You'd need to script those though, but yeah.

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