
Subject: Re: The Third Tiberium War BETA
Posted by [Reaver11](#) on Tue, 21 Jun 2011 13:58:03 GMT
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To be honest Sla your project is not a beta.

One bad thing I see is model parts just stuck through each other. (see your barracks interior or your obie)

It doesn't look like you truly want a CnC3 mod.

It's more looking like a deathmatch / vehicle deathmatch mod with stuff from alot of different games.

So my advice would be figure out what you truly want to make.

Create a design document and start making that idea. (Not like 3 different games mixed through each other with no central theme)
