GEORGE ZIMMER wrote on Tue, 04 October 2011 19:45Alright, since I'm bored a nice guy, here's what's wrong with it:

1: Those ramps. Those fucking ramps. You literally just plopped them down without so much as attempting to use the environment to blend them into the design.

Make it look more natural- like something you'd at least somewhat see as a way to get up into elevated terrain.

2: The building in the middle. What the fuck is that? It's just a box lazily plopped into the middle. There is absolutely no reason to have it there. None. If I played this map, I would avoid it. Why is it there? Why should I care that it's there?

3: The map utterly lacks design. There are no "hot points", no interesting features, not even a decent theme (badly design island with cartoony water..?).

Is the focus the island? Uh, okay, what elements of this island theme are being used? The water? The small size? Oh, wait, the map is huge. Sure, that's being fixed, but still. It just shows you had no intention of using any elements from your chosen theme.

4: It's WAY too wide open. This is almost always going to be a terrible idea for map design.

5: The current "features" suck. The blending is patchy at best, and the hills are far too jagged an unsightly.

I know you're not a native English speaker, but please- try to work on this map. And touch up on your map making skills a lot. You don't have to release a map- no one is forcing you to. And if you crap out a bad map, no one will want to play any of your other maps. Take some time, look at your map, and figure out what's wrong with it. Then, don't bother fixing it- just try anew. This map is unfix-able because even the concept is awful.

1. the ramps are made from metal to make possible for tanks/troopers to get to the cliff, i can't use cliff elevation because my idea is to use some ramps

2. the building in middle will be the camping point, this will be linked with the tunnel network, from that building you can see coming rushes and alert your team

3. the water looks nice from close up, but from far looks cartoonish, i will work on water more, because i want a more nice water looking

4. map size has been changed, is way too big

5. this will be better designed and there will be different textures. the coming wip will show the

smaller size and tunnel network, right know i learn making good tunnels.

thanks for your opinion.