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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [Blazea58](#) on Tue, 11 Oct 2011 23:38:52 GMT  
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Quote:try not to make too many different pathways. As small as the map is, the more paths there are the more you're dividing up the players.

Well i tried to make only a tiny bit more space down there, only to add some realism. The tiberium silo building room is a short distance to walk from the main tunnel entrance, so i don't think it will cause any problems in walking distances.

Quote:In a game with 20 players on a map with 4 ways into each base, you cause players to end up either by themselves or in small groups of 2 or 3... and that results in dull gunplay.

I don't know about dull gameplay, to me a map that has very limited ways in, causes it to be repetative. (people mining the 1-2 entrances and everyone ending up being snipers) There hasn't been that much more room added, it is still the same distance between the bases.

Quote:you also ensure that bases will go undefended more often since players would be off in one part of the map where they aren't able to return to base in time if it becomes under attack.

The fact that it has 4 ways into the base, only makes defending it easier. If someone nukes the barracks while your underground you can easily get back to the base on time to defend it, though as in any map, if everyone leaves the base it's their own damn fault lol.

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