
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Aircraftkiller](#) on Wed, 12 Oct 2011 01:43:25 GMT
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I think you should redesign them entirely. Why would GDI and Nod decide to build "tunnels" that lead to each other's base? What tactical advantage does that offer them? Quick access to each other's base? I've always hated that concept. It really makes no sense.

I really don't like the design of your "tunnels" (I quote it because that word gets thrown around too much) because they lack inspiration. They're yet another perfectly built underground installation that, somehow, GDI and Nod decided to build together so they could attack one another. This whole Area 51 in the woods thing is getting dull. Field, Canyon, Under, all of the Renegade levels suffer from it. Who has time to build that shit? Why would they?

I think you'd be better off developing a natural cave system that can be exploited in a very unexpected way. You could make caves that have little paths you can run up to inside of the hillsides. Think of Afganistan - there's hills with holes in them everywhere. Underground rivers would be lovely and would add some depth to this. Underground waterfalls, too. Even reflecting pools with caustics on the ceiling. Something that would break up the monotony and give a realistic way of taking cover.

Your level has so much potential. Push it farther than the limited designs of Renegade.
