
Subject: Re: C&C_Drift

Posted by [R315r4z0r](#) on Tue, 18 Oct 2011 05:27:33 GMT

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You took it the wrong way. I'm not trying to avoid any criticism or shy away from doing any work. I made this thread to discuss ideas to make the map better and I intend to use any advice given. That's why I asked you to elaborate on why you thought it was symmetrical.

I meant it as in the gameplay, from how I see it, isn't going to be the same for each team as it would on a map like Hourglass or City.

ANYWAY, here are some of my plans:

-I think I'm going to make an infantry tunnel through that skinny cliff near GDI's base.

-I'm also going to put some sniper nests in two of the center cliffs.

-The middle open area of the field is going to be for Tiberium. I'm undecided if it's going to be one large shared field or two small fields within shooting distance of each other. I might make it one large field to make it harder for infantry travel.
