
Subject: Re: [MAP] Whoreglass
Posted by [reckneya](#) on Thu, 05 Apr 2012 11:17:37 GMT
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Those trees on the far left and far right look like they would make it very hard to navigate a rush through with even the slightest lag. So any rush will come from the hill.

I miss tunnels. No tunnels means tactics involving tunnels are not on the menu in this map, lessening the amount of variables in the possible outcome. Less variables means the game play will become dull quicker once a game is not finished in 10 minutes.

The amount of trees in the back of each base is large. If that's a good sniper spot to shoot camping hill vehicles it probably could've done with much less trees.

I like the idea of 3 silos and no ref, and their position on the map is interesting, though 1 beacon will most definitely take out 2 silos. It looks like you had a ref at both bases before, but deleted it and put a second powerplant there. This says something about how well you planned your idea ahead. It gives me the idea you just started to make "something" and found out along the way to change it.

The buildings are very far away from each other. If the left GDI PP is under attack and you're in the WF as GDI, you're screwed, no way you can get there in time.

I'm sorry man, it's not my kind of map. I wish you would put more time in these things, cause you don't lack the ideas at all. You just seem to stop when others think they got a good basis for an actual map. Look at the terrain. If this map was to be evaluated by Peter Griffin from Family Guy he would comment he hasn't seen flat land like that since the US nuked Japan. It's so flat zunnies. Make some dents and small bumps. Take out 70% of the trees. Use some other theater decoration. There's probably a lot you can do with this map, and if you'd consider this a work in progress you'd be 50% done, instead of releasing it as a finished thing.
