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Subject: C&C Platforms WIP

Posted by [UnitXc](#) on Sat, 03 Aug 2013 20:54:14 GMT

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[None of the buildings or surfaces are to scale, since i have no reference from the actual game, all measurements are from memory]

a very early wip, spent about 3 hours on it so far, its just a concept at this stage but in a few months hopefully will turn into the real thing.

Based on the Starwars Battlefront map, Bespin Platforms which i thought was the best map, ive made it bigger to allow use of tanks on this floating map, aircraft will be able to go under and over this map. However I may implement Base defences (minor or major or both) on the underside of the platforms to avoid too much under platform camping (though with .

the infantry tunnel runs paralell to the Vehicle tunnel being directly beneath it with 2 ladders connecting the two sections, (hopefully infantry can climb up from the infantry tunnel up to the vehicle section either to help defend or potentially get behind an attacking front) the infantry tunnels (at the moment) will lead to the Center platform where they then break the surface on either side of the Middle platform, to get into the enemy teams tunnels you need to cross the surface of the center platform potentially being ran over by attacking vehicles.

The front 2 platforms on the GDI side are concave allowing MLRS to be completely concealed when retreated fully back into its center, unless there are enemies on top of the center platform roof they will be hard to hit, making potentially a good player made defence, based on my measurements (which are mostly inaccurate apart from this one) the MLRS/Art will be able to hit any area of the center platform from their respective forward defence positions (as shown by the blue disk)

and thats all atm. id show the inside of the tunnels but its just grey and not very nice to look at atm

the current building set up is WF, Bar, Silo x2, Rep pad, Helipad. this map will be a snipers wet dream however balance can come later when its more solid.

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Ive decided rather than working on a different platform layout for nod (as there was in Battlefront as shown in the image)

Im just going to mirror the landscape, really because of the amount of main structures im using (2) it wouldnt make sense for the nod side to have 3 Main platforms as opposed to 2. so mirroring is the best option, it also will make texturing a 100 times easier since everything is pretty much flipped or reversed from a half or quarter section, if it looks too horrid i can work on the UV's more indepth.

Ive added a small platform beneath the first main platofrm for each side, enabling (potentially) for the side in question to defend better against threats coming from beneath the ground plane, you can get to this platform via a lift, the door to which faces backwards to avoid being insta-sniped as soon as the doors open.

there will be vehicle blockers under here to prevent landing on it and hopefully some kind of code which will disable nukes placed on it, in the lift, or in the tunnels beneath the Hand/WF.

What do you think about the structure placement? do you think nod Hon should go in front of the Air? i put hon first to prevent GDI shooting both buildings at the same time. Air would have to be reduced to just a drop pad, rather than the full airfield, tower still there of course.

I have a question i want to ask you guys about the center of the map too.

does anyone have any ideas for what should go here? if anything. seems a bit too open somehow but blockers would be annoying to navigate around i think. any thoughts are welcome.

Next is texturing based on feedback from these.

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