
Subject: Re: Project Westwood: Volcano
Posted by [BAGUETTE](#) on Wed, 04 Sep 2013 16:42:02 GMT
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reborn wrote on Wed, 04 September 2013 03:40

Then I realised that an active volcano means things would probably be pretty hot in the local vicinity due to the magma, so the ice and fallen snow theme probably doesn't logically fit very well together.

I looked at this topic last night and couldn't put my finger on why it bugged me so much, but that was it!

Also the consistent textures are a bit of a bore also, and the same tree everywhere, also the turret placement of the Nod PP just means that turret is going to get pillaged within seconds of the game meaning a free 200? points to GDI.
