Subject: C&C Mutation Preview
Posted by Aircraftkiller on Fri, 30 Apr 2004 00:10:14 GMT

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Needs more textures, mountains need blending, and the foliage should be further away from the Tiberium infected areas due to Tiberium poisoning leeching out most of the soil nutrients necessary for plant life to grow and survive.

Try adding other buildings besides the "Standard Four," it's getting real boring with just those.

How about adding a Construction Yard, Communications Center\Advanced Communications Center (You have the models, remember?), a Repair Facility (Please use the right version with the rep^GDI_pad.tga and rep^Nod_pad.tga textures) and a Tiberium Silo?

Or mix and match them somehow, just try to stray away from that "Standard Four" design.