
Subject: C&C_CliffRaid *WIP*
Posted by [FeaR](#) on Tue, 27 Mar 2012 19:01:00 GMT
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Im just beginning to map for ren, and i want some feedback on my map

Any comment or help is appreciated

Subject: Re: C&C_CliffRaid *WIP*
Posted by [sla.ro\(master\)](#) on Tue, 27 Mar 2012 19:06:31 GMT
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not bad, i would host it on the upcoming Sla Xa0w.

Don't forget to place Light lamps, other environmental (some cactus XD)

ps: put some tunnels

Subject: Re: C&C_CliffRaid *WIP*
Posted by [zunnie](#) on Tue, 27 Mar 2012 19:17:32 GMT
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Nice FeaR, looks awesome Good work

Subject: Re: C&C_CliffRaid *WIP*
Posted by [NACHO-ARG](#) on Wed, 28 Mar 2012 03:47:36 GMT
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indeed nice job mate, looking foward to play it in a near future.

Subject: Re: C&C_CliffRaid *WIP*
Posted by [Hunter-Seeker](#) on Thu, 29 Mar 2012 12:26:46 GMT
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nice map, FeaR, well still need some work

Damn I want to create some maps to now lol

Subject: Re: C&C_CliffRaid *WIP*
Posted by [Xpert](#) on Thu, 29 Mar 2012 20:28:52 GMT
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I see no way of getting credits at the beginning.

- Will the base defenses attack people if we try to go after the Harvesters at start?
- Are there any tunnels leading from where the bar is to where the hand is?
- Are there any access to the top of the "cliffs" or "canyons"?
- The building placements are a little gay sort of. I can see the point whoring of the PP all game depending on who has the field and no other actual game play.
- GDI has a major advantage, especially with the building placements. GDI can easily get an APC and rush towards the Hand and Refinery. Nod can't get into the bar because they're get shot by the AGT. And it will be a bitch to get to their Refinery.
- And I can't tell but if that's a tunnel behind each base, then GDI still has a major advantage.

I'm sorry, I just see terrible gameplay at the moment with how it's set up. I like the fact that it's symmetrical sort of like Hourglass, but the map is definitely lacking.

Subject: Re: C&C_CliffRaid *WIP*
Posted by [FeaR](#) on Thu, 29 Mar 2012 22:27:20 GMT
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Yeh youre completly right Xpert, im going to start over the map and change it.

Subject: Re: C&C_CliffRaid *WIP*
Posted by [TankClash](#) on Thu, 29 Mar 2012 22:46:22 GMT
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Do something different, maybe add more terrain between the two bases, with small hills and slopes for cover, maybe a small city in between... it just looks like another Under or Field level, tired of engaging vehicles while I leave my base... mirror bases are too common...

It looks good if you were going for games that end as soon as one team gets enough vehicles for a rush, if that was what you were going for... just saying
