Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by Zion on Thu, 01 Mar 2007 08:24:22 GMT
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Yeah, the only things i'd chage are:

Walls,
Grid,
Mammy track animation when coming to a halt,
Infantry animation when they part to let a vehicle past,
Mouse icons,
Mouse clicking,
Rare Building looping animation during construciton, and
Tutrorial mission less like RA2's tut mission.

Apart from those points it's a very good game. 9/10