I added in the walls, still working on making the animation work...

Umm, I added some vehicle blockers on the destroyed shells dotted around the map, as well as a vehicle blocker surrounding the cliffs next to the bases. I decided it gave Nod too much of an advantage, so I blocked them off for both teams.

I perfected the harvester routes. Fixed up the VIS, added in PTs and ALL building controllers.

I am currently working on player controller harvesters.

I need some more beta testers, just 1 won't cut it guys. Please?