
Subject: C&C_AllOutWar.mix

Posted by [Brandon](#) on Tue, 13 Nov 2007 21:19:40 GMT

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Currently my buddy and I are working on a new map called C&C_AllOutWar.mix and it'll be a nice new map. It'll be a big map but we'll try to keep it low poly and try our best not to have it take away from FPS and such. The map is of unique terrain (no symmetrical terrain design). It will be used primarily for All Out War mode but we're also designing extra features and zones that can be used for more game modes such as co-op, deathmatch, CTF, etc. For more info visit: <http://forums.ww-gaming.net/index.php?showtopic=165&st=0> or post your questions here.

We could use some more ideas so if you have any ideas then please submit them here or on our forum. If you are good with gmax/RenX/3DS Max and you can design some buildings then please help us out with a few minor buildings that we need designed. Simply PM me if you're willing to help us with a few small buildings. We don't need many, just a couple (like 2-4).
