
Subject: Re: Goodbye

Posted by [Starbuzz](#) on Wed, 13 Feb 2013 17:18:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think zunni's being blamed for shit. This is not entirely fair. Could his maps have been improved graphics-wise? Sure...I told him to do something about the blue sky as it was too plain. Could he have made the rows of palm trees more natural-looking and uneven? I think so. I can list a lot of graphical improvements to his maps. With the right textures and their application, zunni has the possibility of making his maps come up to the quality of the Level 1 map of Serious Sam: The First Encounter. That's some serious potential and he laid the groundwork for it.

But his maps were unique...a ship in the middle, scattered bases across the islands instead of the same rehashed shit of bases being opposite each other with lots of random shit in between. I call them "chopped cock maps" or CCM's for short LMFAO!

But really, I think people are missing the point. Many of his island-style tropical maps encouraged thinking and were incredibly fun. In fact, it was the design of his maps that re-ignited my love for flying Orcas and Apaches again; so many cliffs to hide in and able to sneak.

Some of zunni's maps are also very nice gameplay-wise when a beacon flyer tries over and over to eventually find a path that works very well to kill a building. I had incredible fun on one of his maps learning to do that. Sure, once you figure it out, you got to keep it a secret but it's things like that I really enjoy.

The idea of tricking the base defenses and forging a path to a building is not new but I like maps that let you do that to a certain extent.

We have lots of good-looking custom maps in Renegade which in the end are just lame ass CCM's with no new design-concepts which provide innovation in gameplay.

edit: typos

File Attachments

1) [Renegade_CCM_Layout.png](#), downloaded 549 times

