Subject: Re: Good job
Posted by Ethenal on Thu, 10 Jul 2014 20:15:00 GMT

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roszek wrote on Thu, 10 July 2014 10:38certainly not add more vehicles than people can keep track of. That's when any of his maps became much more than a map, the fact the list of units/vehicles on their webpage is longer than the units list for any of the C&C RTS games says a lot.

And like I said, GreatWall looked like absolute shit (the map, not necessarily the units). I'm not a mapper as I said before, but I still don't see the excuse for spending seemingly 30 minutes (exaggerated) on your map before releasing it.