
Subject: Re: [Map] C&C_IslandsStorm_Unl
Posted by [Reaver11](#) on Sun, 30 Jun 2024 08:31:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great effort there are some nice features like the equipment menu well done.
Nice use of extra characters from the main game.

The main thing I find is that multiple of the extra vehicles lack cohesion.
Cars like the Viper and Ferrari are for me a weird add.
Note they are also too high on their suspension.

I would try to keep NOD and GDI as military organisations.
For example the mobile stealth generator / tank is a good add for NOD it fits.
However a Doomsday tank for GDI?

GDI has more powerfull extra tanks than NOD does.
A similair unit you add, possibly for balance against GDI, the Heavy Arms for NOD.
It can't use a vehicle which makes sence but it just doesn't fit NOD in terms of colour and design.

Also the hacker adds an SBH to GDI it diminishes side differences.
However I do like your spy idea.

I get that you wanted more variety however I think less is more.
And multiple extra units look out of place.

Just my opinion love the work and effort.
So keep modding and playing the game!