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Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 21:37:22 GMT

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The only way you'll grasp how it works is by remembering how TD played out, make levels based around what you want to happen (Fast action, lots of infantry areas, back routes, base defenses, etc) and then create the art.

It's not as difficult as people make it out to be, mostly because they (Like Titan) demand that others help them and kiss their ass afterward.

You've got a good grasp for strategy, so I don't see why you won't apply yourself and finish what you start.

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