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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:33:26 GMT

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I was pretty happy with the overall game... got fairly good reviews and multiplay was a blast... played almost a year myself! After almost 5 years I shouldn't have been playing it that long! LMAO. Anyway... I had major pains making those maps... I made about 75% myself and did all the lighting too... it wasn't giving me enough time to polish jack... I was disappointed with the single player maps except the mission 0 map... canyon one... I had time to do that pretty nicely. Oh well... it was a lot of fun at times... especially testing at work against the test department... those guys wipped on us one day.

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