

---

Subject: C&C\_Niagra

Posted by [Javaxcx](#) on Fri, 03 Sep 2004 10:09:03 GMT

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

---

Ok, I just did a quick run-through of the map.

I like the concept. It's, IMO, very similar to the kind of level like Under. And that suits Renegade well.

For starters: The ground under the bridges is just an illusion. You fall right through it and respawn. It's not even just the ground, but the walls surrounding it as well.

The Obelisk was trying to shoot me through the tunnel. I could see the splash of it on the ground, but I took no damage.

Just a suggestion, you need more rocks or foilage along the upper paths. The trees by themselves are decent, but the rocks would give it more of a navigable terrian for infantry against vehicles like APCs.

---