

Ok,Let's get started...

First thing's first...

(((Click me)))

h,yeah...whenever you see an anarchy symbol,there's going to be something important behind it!

Anyway...

1. Always remember to test your levels whenever you make a new revision! I have seen too many levels where people obviously didn't do this,and inevitably missed something,beit a bug,glitch,missing exit,(seriously),inoperable doors or secrets,(which I have fixed in the past just to play the level),or even a missing wall (causing the game to crash my system),and it's BAD! (I don't mean crappy,I mean downright terrible!)

2.Be creative! Continuity wouldn't hurt,either...

TRY to hide the secrets..OK?

It REALLY looks obvious when you see an entire wall of grey blocks--and then one red brick one in the middle.

Thank you,Dr.Obvious...

3.Now,I know this sounds unnecesary,but...

The Wolfenstein 3D engine can only handle so much in a particular floor!

DO NOT,and I repeat,DO NOT exceed its limits!

This looks soooooo stupid!

After a certain number of objects,guards,and items,64 per room,200 per floor,things will start disappearing and reappearing at random...this may SOUND cool,but it doesn't look that way!

At this point,slowdown will occur,as well;so go easy on the engine,will ya?

4.Also,I don't find it cool to walk into a room and see a dozen guards staring at me,either.

I really don't appreciate that kind of stuff,and neither will your audience.