

UPDATE 1:

- Added pods and launching platforms to the game(the game hasn't been lag tested quite yet so please don't spam hundreds of pods)
- More to come soon, sorry for the boring gameplay!

UPDATE 2

- Added Jeeps and AssaultRifles, each with their subsequent spawners/weapon givers. Please avoid spamming hundreds of vehicles, thanks.
- Some basic terrain was added in the form of a fighting arena enclosed in a box canyon.

UPDATE 3

- Added more terrain including some water.
- Minor bug fixes.
- Patched some random holes in the terrain from the generation to prevent players from going into caves(caves may be reintroduced later on.)

UPDATE 4:

- Fixed camera issues due to the usage of a sniper rifle that would force the players camera and cursor to stick in the middle of the screen. Sniper rifle removed.
- Made box canyon more boxed in with taller mountains to hopefully stop pods from bouncing out too much.

On a somewhat related note, lag testing for the game has started somewhat, however, please don't spam hundreds of pods.

UPDATE 5, 9/18/21:

- Small towns have been added, called Eugen and Summerside.
- Overhauled pods and drop systems. Pods look slightly more like the ones shown in Halo and drop systems are more aesthetically present.
- Used a new weapon and item spawning system, now with buttons. Original weapon and vehicle spawning was too chaotic and caused too much lag.
- A new story for the game is being made, alongside a game manual.

UPDATE 6, 10/9/21:

- Hill 237 is more detailed. Now contains spent casings for arty shells and broken cannons.
- Underground cave/bunker system added for Hill 237, now loaded down with supplies such as crates, boxes of shells, ammo boxes, and lights and ladders. A small area for planning with just a table and chairs is also present. A reason for its existence will be added later.

UPDATE 7, 10/17/21: HAPPY 78 VISITS

- Minor terrain fixes as some parts look super funky, fixed some props that were kinda improperly placed.

UPDATE 8, 11/4/21:

- Work on rebuilding the giant ship where the pods spawn from.

UPDATE 8.5, 11/5/21:

- **GAME TEMPORARILY SHUT DOWN TO HAVE TIME TO REBUILD THE SHIP.**
THANKS FOR YOUR PATIENCE.