**Version Alpha 1.6 (The Weapon and Item update):**

Will add tons more items, several more weapons (machine gun, etc…), Scepter of deceit will have a use now turning enemies against each other. Other items will have uses.

* Weapon Upgrade Points can be used for weapon upgrades
* Bosses will drop a boss trophy which can be used for either increasing the players max health, max armor, or speed.
* Player upgradable items (speed boost, health boost, etc…)
* Tons and tons and tons of bug fixes
* Eyesight mechanic added to the game for any entity in the game
* Invisibility crystal now turns player invisible so enemies cannot see him/her
* Code is Optimized
* Teleporters are added
* New textures and GUI textures
* New Levels and more story mode additions to add to the story
* Rocket mechanics and physics, as well as explosion physics
* New game mechanics with buttons and such and activating things
* Tutorial mode added so player can learn how the game looks and plays
* Better rendering method fixing the glass not rendering sometimes bug
* Corpses are randomized between a girl and boy marine
* New Marine helpers you can rescue from captivity and they will fight enemies for you (The closest enemy to the player.)
* Holy water which will power a new water gun weapon to burn enemies (May add fire aspect to the game, maybe bleeding out too?)
* Swimming through water blocks

**Version Alpha 1.7 (The Game taking shape):**

Complete campaign mode, all levels will be completed, storyline will be added, at least alpha versions of all levels will be created, and possibly new bosses will be created.

Also a new Endless mode will be added that will include waves of enemies that will continue to get harder and harder until you can no longer survive. This is different from survival mode as weapon upgrades will be available after each wave, and each wave is triggered when you are ready for the next wave to begin.

**Version Alpha 1.8 (Graphical update):**

If not already done, tops of walls will be rendered, ceilings will be rendered, blocks on top of blocks, skybox will be created, new textures for everything that aren’t already taken by the internet. New sounds and music that are custom, everything will now be made unique to this game, and this game only.

A different corpse graphic for each different enemy, including animations for deaths of enemies.

**Version Alpha 1.9(The VILE Optimization update):**

Sounds will be quieter when the enemy is farther away, etc…, and methods and algorithms will be researched to make the game even faster, and the code will be even more optimized. Hopefully all bugs by this point will be fixed.

**Vile Beta 1.0 (I see the light update):**

New and better lighting system will be used, and levels lighting will be greatly optimized, updated, and look more real. Lamps and torches will cast shadows and will emit light to a room. Ceiling lamps, light switches, etc…

**Beta Transition Test update:**

New widths and lengths of blocks, new shaped blocks, etc… This is a test to see if collision detection and the new graphical interface can support such a thing, and then will be extensively tested. If these new blocks work in the game, more complex level designs can be created, and more realistic structures can be implemented.

**BETA Versions will be focused mainly on fixing bugs, adding features based on suggestions from people, and extensive testing by groups of people interested in testing the game.**

**Eventually:**

**If I ever find out how to fix or do these things… Render tops of walls, create skybox/skydome, stop wall stretching, and allow seeThrough blocks to be seen over blocks of shorter hieghts without**

**Causing shorter blocks on the other side of the seeThrough blocks not to be seen, have bullets shoot directly from the center.**