**Planned Updates:**

* Add Piranha Pit, Wahoo World, Camp Triggerfish

**“When it’s ready”**

* To-scale, top-down, manually-created maps with mode differences
* Layered callouts
* Annotations for rainmaker point scores and checkpoint durations
* Clam Blitz spawn locations (initial + clusters)
* Interactive website w/ rangefinders, save/load, editing, etc.
* Points per area annotations