**Version Alpha 1.8 (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.

* Upgrade Points can be used for weapon upgrades, and player upgrades.
* Bosses will drop 10 weapon upgrade points
* Player upgradable items (speed boost, health boost, etc…)
* New textures and GUI textures
* 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
* New Sounds and textures

**Version Alpha 1.9 (The Game taking shape):**

* Campaign mode will be complete. All sound clips and things imperative to the story will be added.
* Marvelgoth will be added… with all of his ferocity.
* Survival wave mode will be added. Player will gain upgrade points in increasing numbers after each wave where he/she can upgrade him/herself and his/her weapons. Waves will start the player activates them. Waves will get harder as the game goes on. After 20 waves it will loop but the enemies will get faster and stronger.
* Sandbox mode: Summon what you want, summon blocks and destroy blocks, give yourself weapons and upgrade points, etc… Also choose mode of textures.

**Version Beta 1.0 (Graphical update):**

* Tops of walls and bottoms of walls if it takes me a year to add.
* All textures will be optimized and more high depth
* All animations will be complete and better.
* Walls won’t stretch. I will work until this is fixed!

**Version Beta 1.1(I see the light update):**

* Better lighting system. Lights will draw vectors from their sources to all blocks in the surrounding radius and depending on their distance away they may or may not have an effect.
* Completely dark rooms. Also light switches turning lights on and off
* Flickering lights
* Etc…

**Vile Beta 1.2 (Mapping out the future):**

* Walls of shorter and longer widths. Blocks on top of other blocks. Just better map creation over all to make a more real game experience.
* Maps redone to accompany this new change.

**Eventually:**

**If I ever find out how to fix or do these things… Render tops of walls, create skybox/skydome, stop wall stretching, fix multiplayer**