These feature sets are not currently set in stone

Version 0.1.0 July 30, 2024

* Netservices Framework
* Text Localisation
* Game-Agnostic
* Multiple Gamemode Support
* Packaged Releases

Version 0.2.0 September 18, 2024

* New Map-Based Squirrel Scripting Engine
* New Weapon System
* New AI System for Waves
* UI Scripting in GameDLL
* Linux Port

Version 0.3.0 ???????? ??, 2024

* OpenGL 3.x renderer
* Overlay Textures
* Skeletal Animation Model Format (MDZ)
* UI Scripting(?)
* Vehicles

Version 0.4.0 ???????????, 2025  
Version 1.0.0 September 2025