

2025

- [21.05.2025 - Status Report](#)
- [12.03.2025 - Bomber/Nukes](#)
- [10.01.2025 - Adjustments to the Hype Train](#)
- [08.01.2025 - Unicorns / Hype-Train / Bans](#)

21.05.2025 - Status Report

It's been a while since the last changelog – time to give you a proper update on what's going on behind the scenes.

Some of this has already been mentioned in Twitch chat and on Discord, but since not everyone sees that, we're putting everything together here in one place.

What's coming – and what's already done?

Currently, we're working on three major areas:

1. Pathfinding & Waypoints

Since the early days of CTD, enemy movement has gone through a lot of changes. Originally, it was a simple waypoint system: enemies moved from one coordinate to the next.

Later, we switched to a pathfinding system. That made the maps more dynamic, but also introduced new challenges – especially with intersections or tight paths.

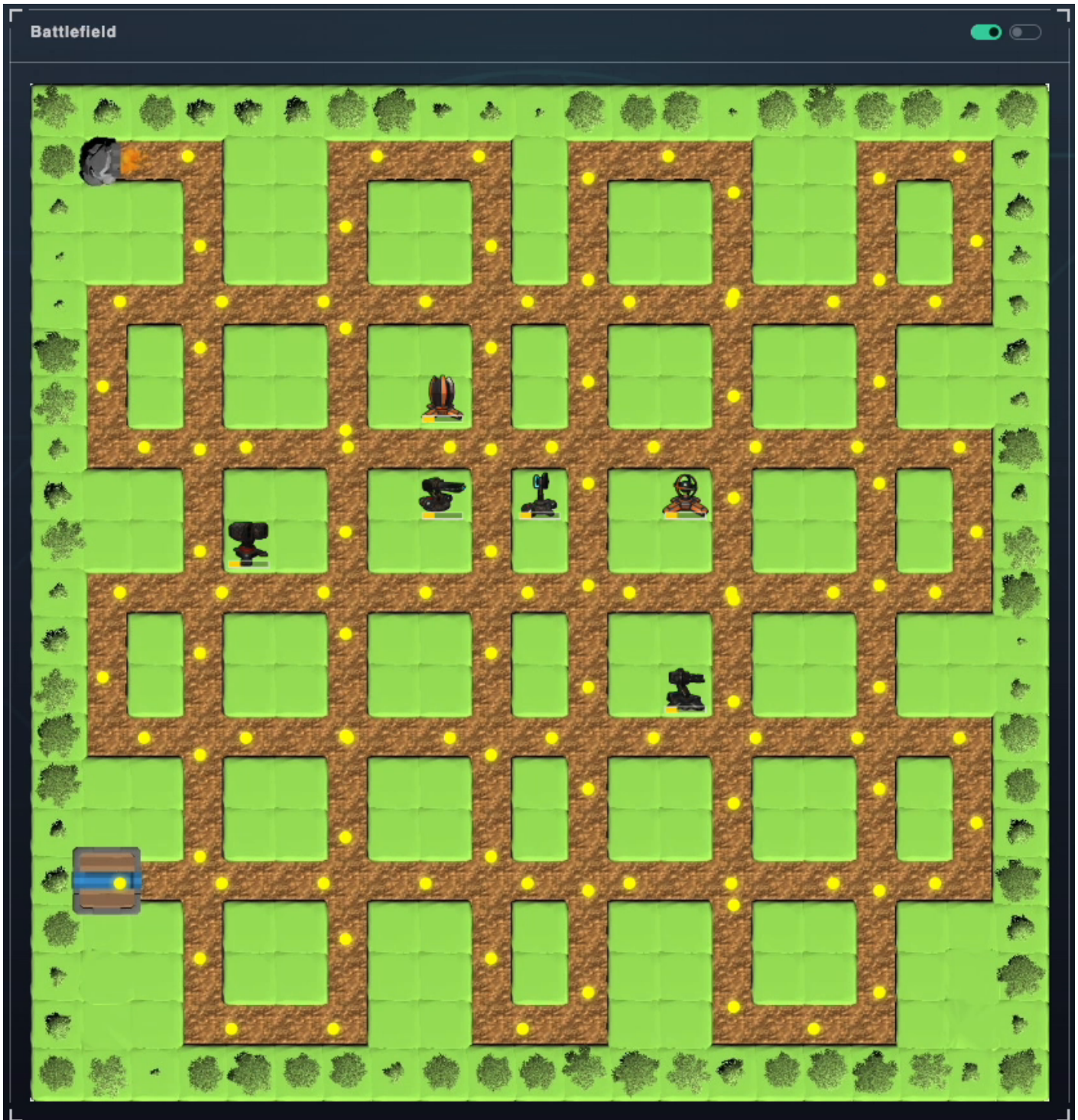
The upcoming update will support both systems: classic waypoints **and** dynamic pathfinding – even with the ability to switch during an active round.

While the implementation was quick, there's more behind it:

- Integration into the map editor
- Support in the web interface
- Sync with the management server
- Connection to the central API

The goal: Make enemy paths visible on the website – super helpful especially for new players.

In-game (WebInterface), a visual path preview will be shown for all players by default – but can be disabled in the settings.



(Complex path example. WIP)

2. Turret System Overhaul

The old turret system has grown over time – and not always in the cleanest way. Some of it was literally quick test code from the early days of CTD.

This update completely rebuilds the core turret systems:

- Modular shooting logic

- Support for different damage types and effects
- Reworked status effects (burn, bleed, etc.)
- Unified upgrade and buff logic
- Better balancing options

Previously, everything was hardcoded – e.g. “this turret deals 100 damage every 2 seconds with 30% crit chance”.

Now, we use a skill-based system: the server sends instructions, and the turret handles all effects based on that.

This makes the system much more flexible and easier to maintain.

However, it also means a lot more data – up to **208 parameters** per turret and per damage type.

We’ve spent what feels like an eternity in spreadsheets just to bring some balance into the chaos.

3. New Calculation Logic

Previously, many bonuses and effects were calculated directly in code, which made balancing difficult.

Now, everything is based on the turret’s base value. External effects are applied as additive or multiplicative bonuses – much easier to track and tweak.

Example: Gatling Turret

- Base damage: 200
- Upgrades: +50%
- Team bonus: +30%
- Skill tree: +20%
- Boost card: +20%
- Items: +10%
- Support buff: +20%

Result: $200 + 150\% = 500$ damage per shot

This logic also applies to things like crit chance, bleed chance, burn duration, and so on – all bonuses are just added together.

Simple, transparent, and predictable.

So, when is the update coming?

That's the big question – and not one we can answer precisely yet.

Because so many systems are involved, the update has to go live all at once. Partial releases won't work here.

The good news: Most of the technical foundation is already done, including server support. What's still missing is testing, fine-tuning, and some integration with the web interface.

We're aiming for a 2-week window at the end of June or early July – fingers crossed that everything's ready by then.

Thanks for all the support!

Last but not least: a huge thank-you to everyone supporting CTD – whether with feedback, donations, bug reports, or just being part of the community.

This project wouldn't exist without you – so thank you!

12.03.2025 - Bomber/Nukes

The team limits for the Bomber and Nuke power-ups have been removed. Instead, a per-player limit has been introduced to encourage teamwork while preventing a single player from negatively impacting the overall gameplay experience.

From now on, each player can use a maximum of **1 Nuke** and **3 Bombers** per game round.

10.01.2025 - Adjustments to the Hype Train

In the latest update to the Hype Train system, the reward mechanism for level progression has been revised. Previously, reaching a new level would trigger the appearance of a single unicorn in the game, which was deemed disproportionate to the increasing level.

From now on, the number of unicorns appearing in the game will correspond to the Hype Train level achieved:

- **Level 1:** 1 unicorn
- **Level 2:** 2 unicorns
- **Level 3:** 3 unicorns
- and so on.

With each level progression, the unicorns accumulate. For example, reaching Level 3 will result in a total of 6 unicorns ($1 + 2 + 3$).

This adjustment ensures a more balanced reward system, maintaining clarity while encouraging the community to collaborate in reaching higher levels. More unicorns mean more chests for everyone.

08.01.2025 - Unicorns / Hype-Train / Bans

Changes to Twitch Integration

- **Unicorn Spawns Removed for Bits Donations:** Previously, a 100 Bits cheer would spawn a unicorn in the game, which left a chest for all eligible players upon defeat. This mechanic has been removed to prevent uncontrolled distribution of chests. Unicorns can now be obtained for 5000 channel points or by reaching a new level in the Twitch Hype Train.
- **New Missions for Bits Donations:** Instead of unicorns for Bits, players now receive individual missions that can be completed through their own Bits donations. These missions range from €1 to €100 per round. Initially, the cap was set at €10, but it was adjusted to accommodate the Hype Train mechanics without penalizing players who want to boost the level.
- **Missions for Twitch Subscriptions:** New missions have been introduced that reward players for completing or gifting Twitch subscriptions. These missions are entirely optional and are not intended to pressure players.
- **Changes to Power-Ups:** Bombers and Nukes no longer count towards missions that involve using power-ups.

Introduction of "Strictness" for Inactive Players

- **Measures Against Inactive or Disruptive Players:** Players who do not actively participate or intentionally disrupt the game flow will now be permanently banned from playing. This rule specifically targets players who place towers in ineffective positions or waste all power-ups (bomber/nuke) early in the game, hindering progress.
- **Exceptions for New or Distracted Players:** Players who are new or occasionally make mistakes are exempt from this rule. The focus is on repeated and deliberate disruptions.

Hype Train Mechanics on Twitch

- **Activation and Process of the Hype Train:** The Hype Train is triggered when at least two viewers cheer Bits or subscribe within a short period. During the Hype Train, viewers can contribute more Bits and subscriptions to increase the level, resulting in rewards in the game and on Twitch.
- **Strategy for Using the Hype Train:** Viewers should coordinate to trigger the Hype Train and efficiently complete mission goals. After the Hype Train concludes, there is a cooldown of 60 minutes before it can be triggered again.
- **Voluntary Participation:** Participation in these mechanics is entirely optional and not expected from any viewer or player.