04.09.2024 - Major Update

Today's update brings the most extensive upgrade in the history of CTD. Here are the key changes:

Skills

- **Completely New Skill System**: The old system has been replaced with a complex skill tree containing over 400 nodes. This forms the foundation for future expansions and offers numerous customization options.
- **Usage**: In the center, select one (or more) of the 6 yellow-bordered nodes and activate it with a click. Connected nodes will also turn yellow and can be activated accordingly. Remember to click "Accept" at the bottom to save your selection.
- **Reset**: The skill tree can be reset at any time for 10 diamonds, allowing you to redistribute your points.
- **Unique Skills**: Each turret now has an exclusive skill that only applies to that specific turret.
- **Damage Types**: Skills that modify turret damage types have not yet been implemented; more information on this is provided below.

Items

- **Item System**: Missions now reward players with items that have different rarity levels, upgrades, and attributes. Items of rarity 1 to 3 can be obtained through missions.
- **Bonus Calculation**:
  - **Base Values without Percentages**: Values like damage are increased by a percentage. Example: 1000 damage + 10% = 1100 damage.
  - **Values with Percentages**: Values like critical chance are increased additively. Example: 5% crit chance + 10% = 15% crit chance.
- **CTD Quickstart Guide**: The guide has been updated and now explains the new item system in detail.

Navigation

- **Updated Menu**: The navigation on C-TD.de has been improved and shortened for easier use.

Shop

- **New Shopping Options**:
  1. **Items**: New, random items are offered every hour, with each item being available only once. The usefulness varies, as the attributes are randomly combined. Prices can be high, especially for "Special Offers."
  2. **Upgrades**: The inventory can be expanded by 9 slots for Gold-Coins. The price increases with each expansion.

Leveling

- **Level System**: All accumulated levels have been carried over 1:1. The current level is now visible in the menu, and progress can be viewed with a click.
- **Map Voting**: The selection in stream voting has been expanded back to 3 maps.
- **Dragon Voting**: One of the three maps in the voting has a 50% chance of featuring a dragon that appears at the start of the first wave.

Scaling

- **Enemy Scaling**: The first 10 waves now establish a base difficulty. Starting from wave 11, the game continues to scale based on the map's difficulty. Previously, scaling started only after wave 21.

Resistances

- **New Mechanic**: From wave 11 onwards, resistances against different damage types will be displayed. These resistances increase as the game progresses, making it harder to advance since there are initially no ways to reduce them.

Other Changes

- **Flamethrower**: The flamethrower now deals direct damage again and has its own missions.

Note

This update took longer than expected due to unforeseen issues. One problem alone required over 30 hours to resolve.

Next Update

The next update will focus on damage types and their customization. It will allow turrets to be decoupled from fixed damage types and status effects, enabling, for example, a Gatling turret to deal poison damage.

Current damage types:

- Gatling / Railgun: Physical
- Rocket Launcher: Explosive
- Chain Lightning / Nova: Lightning
- Flamethrower: Fire
- Support: None

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