

08.03.2024 - Maps / Fixes

Maps

Recently, the number of playable cards, or maps, was a bit sparse because of extensive rebuilding, requiring the creation of new maps. Currently, there are only ice and green area maps available, but desert maps will soon be revitalized. The necessary adjustments have become somewhat more complex, as now the nuke dynamically interacts with trees and other elements, but this painstaking work will enable more flexible creation of new maps in the future.

New (old) maps

Additionally, five old maps are now back in the game, but three of them are merely event maps that are not always played. In line with the upcoming Easter season, the Easter Bunny head is now also included.

Ice 2

Ice 3

Halloween 1

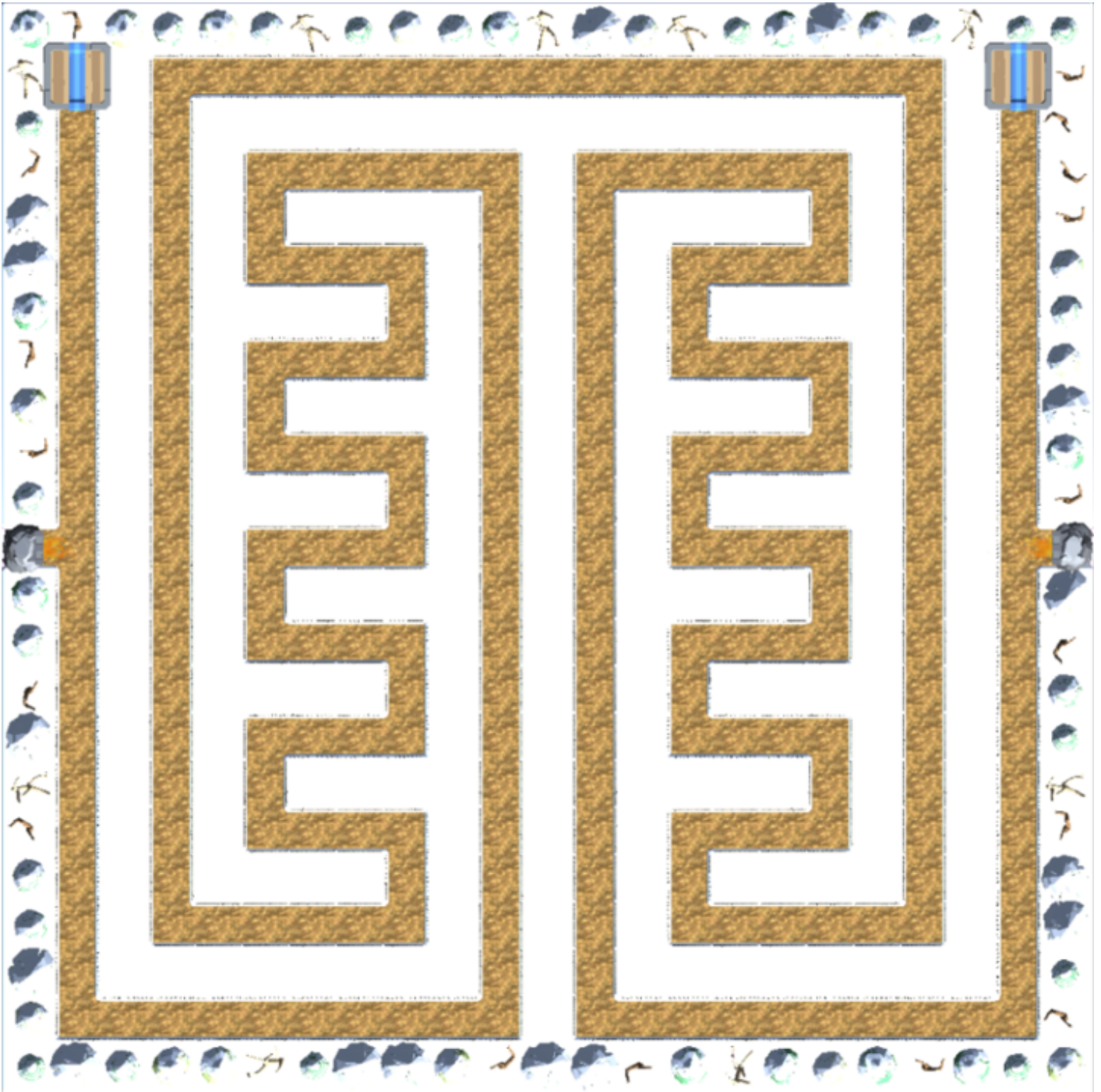
Easter 1

Xmas 1

New map

On a whim, a new map has been implemented into the game, currently bearing the name "Ice 4".

This is the largest map ever introduced into the game, measuring a whopping 23x23 squares. With 200 building slots, extremely long pathways, and a lot of time-consuming gameplay, it offers a significant challenge.



Fixes

For a long time, the preview of the turrets on the battlefield had the same parameters (bars) for damage, range, and attack speed. This has now been corrected, as it somehow went unnoticed.

In the game itself, there has been an issue with categorizing cards in the tabs of difficulty levels (card selection in the main menu) for quite some time. This bug has finally been identified and fixed.

The map Test1 has now been permanently immortalized in the game under the name "Random1" and has been slightly adjusted in difficulty. In particular, bosses now scale a bit less steeply.

Additionally, there have been numerous adjustments and corrections in the game's code itself. For example, it was possible for the bomber's rockets to linger indefinitely on the battlefield in the target tower if a zombie deducted a team life at the moment of impact.

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