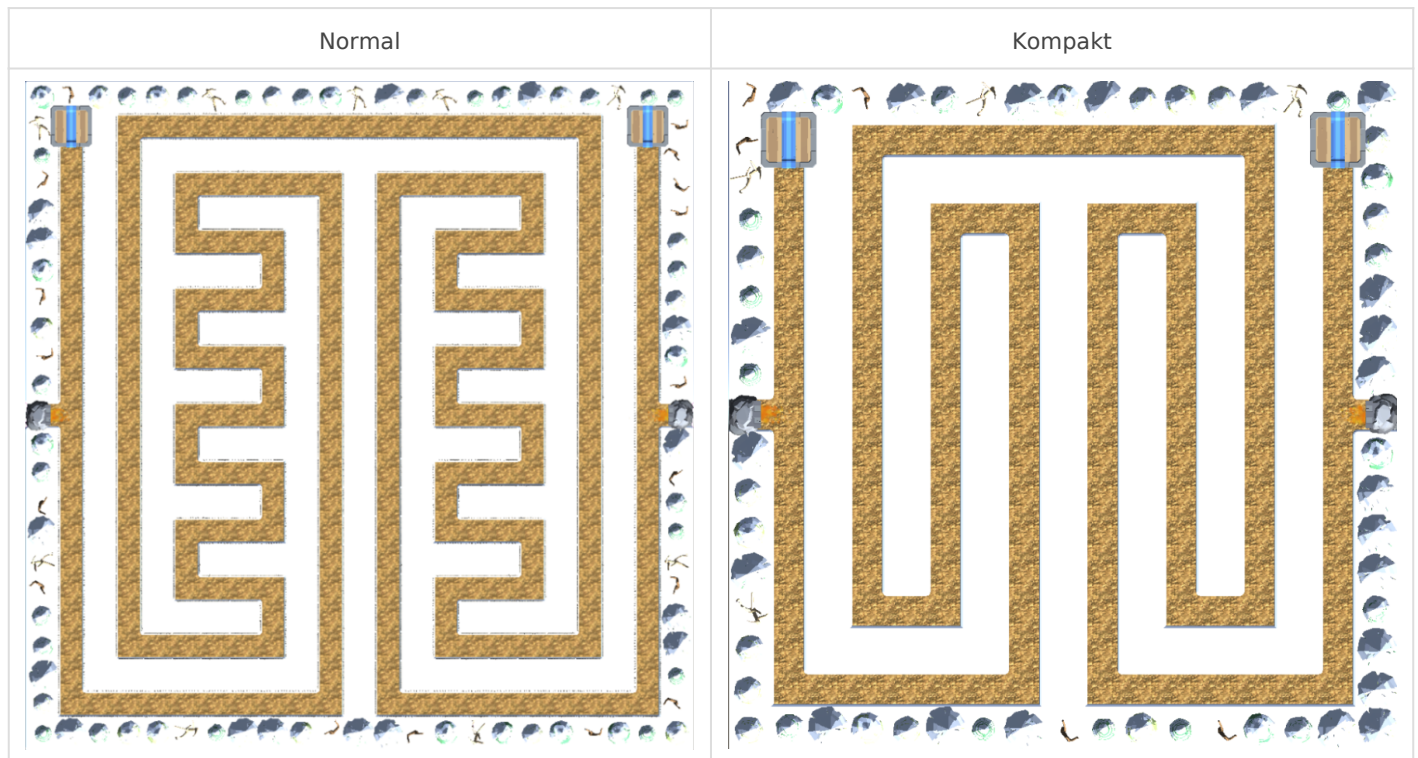


09.03.2024 - New map / Optimizations

New map

After the new map was well received yesterday despite its massive size, a compact 17x17 variant has now been implemented into the game.

The map is now the same size as the Spiral, offering a good alternative to prevent playing the same maps over and over again.



Optimizations

Internally, things are constantly changing at CTD; elements are being reworked or sometimes even rebuilt entirely.

In today's test run, changes to the Bomber, Gatling, and Railgun are being tested. The hope now is to significantly improve performance and reduce or eliminate frame drops.

While there's still a challenging road ahead to reach optimum performance, every improvement contributes to enhancing the overall experience.

If everything works correctly, players won't notice any difference, as the optimizations are purely technical in nature.

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