

11.09.2024 - Skill reset / Profiles

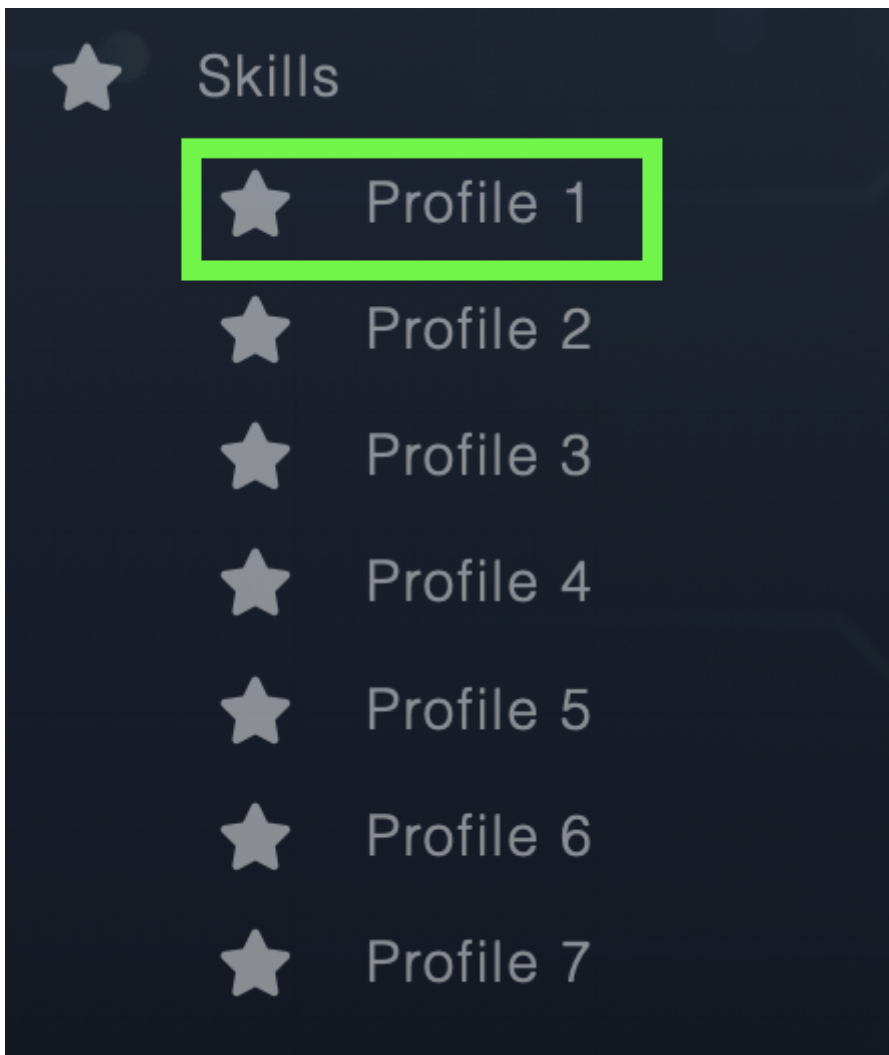
We've made an important change to the skills system, which required resetting all existing skill points.

Previous Situation: The skill tree used to apply to all turrets universally. This created certain limitations, as players were forced to specialize in one turret and were ultimately tied to that specific turret, limiting flexibility in gameplay.

New Feature: Skill Profiles To address this issue, we've introduced a new profile system. You can now create profiles that are assigned to individual turrets, providing much greater freedom and allowing players to adjust their playstyle without being locked into a single specialization.

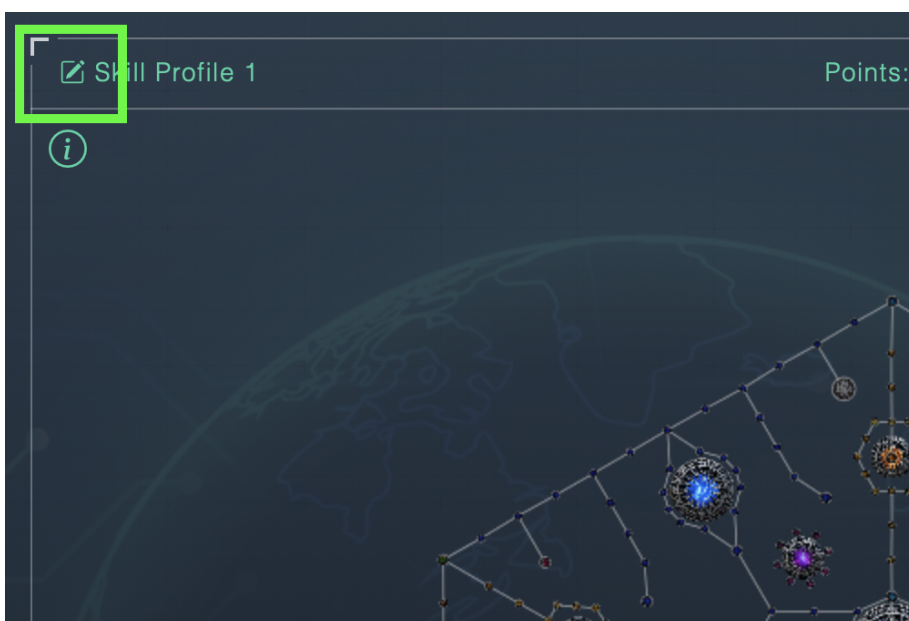
How it works:

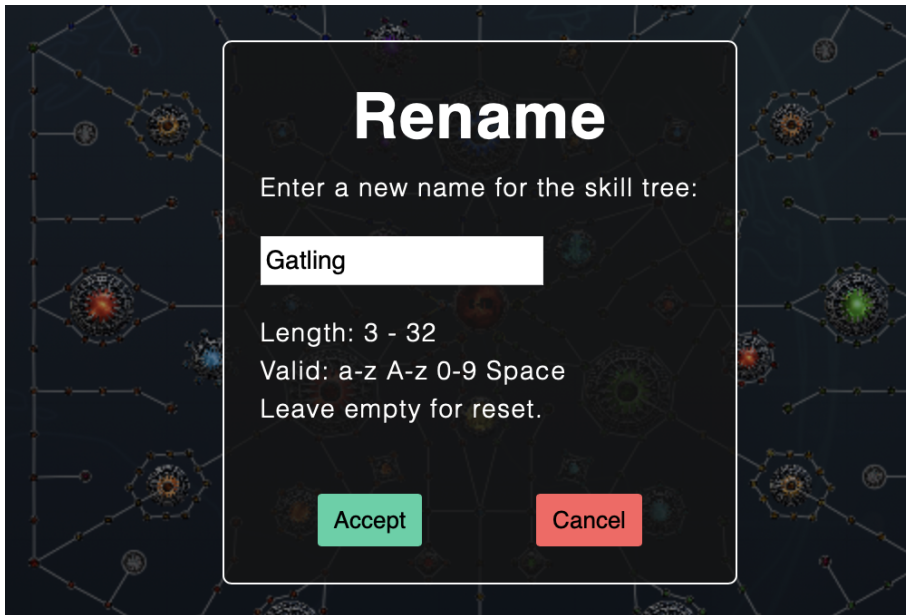
- 1. Open the menu:** Click on "Skills" on the left side of the menu.
- 2. Select a profile:** Choose "Profile 1"



3. Distribute skill points: Allocate your skill points as usual.

4. Rename profile: Click on the edit icon in the top-left corner to give your profile a name if needed.





5. Assign profile to turret: Open your inventory, and for the desired turret, select the newly created profile. The profile name will be shown in the selection to avoid confusion.



This update is designed to make gameplay more dynamic and customizable. Enjoy exploring the new feature!

Revision #1

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