

# 14.02.2024 - Skins / Changes

## Skins

Currently, each turret contains 15 different skins, which contribute to the long-term customization of the turrets.

It is currently not possible to unlock skins.

Initially, the focus is much more on testing the effects in the game, so currently, each turret placed in the game is given a random skin.

## CTD

The game has long had the ability to increase game speed through power-ups, but the approach was never meaningful, as it simply increased the overall speed of the entire game and all processes.

In the current version, a different approach has been chosen because turrets, zombies, projectiles, etc. now use a shared multiplier to simulate calculations according to the desired game speed.

Specifically affected currently are:

- Turrets (fire rate / maximum rotation speed)
- Status effects (such as how often, for example, the burning effect ticks)
- Power-ups (how fast the bomber flies)
- Enemy walking speed
- Projectile speed

## CTD HQ

Feel free to take a look :)

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