

16.02.2024 - Skins / Changes

CTD

- Internal optimizations to the calculations of status effects
Although the effects themselves haven't changed in terms of values, the calculations have been completely revised and optimized.
- Zombie health bars
The health bars of the zombies were previously implemented in a quick and dirty manner. Since this unnecessarily consumes resources, everything has been overhauled here as well, opening up many new possibilities.
- Support towers have received a new function for testing purposes
If a zombie, boss, or unicorn dies within the radius, all players receive double the amount of credits (in-game currency) for the kill.

Fixes

- Tower spotlight fixed.
- The range indicator of the support tower now displays the range indicator in the game instead of the tower's texture.
- Gatling projectiles slightly reduced in size visually.
- Corrections made to the Gatling gun.
- All turret skins standardized in color.
- Unicorns now grant fewer credits upon death - the value has been adjusted to match bosses (50).

Skins

- Skins will remain randomly assigned for now.

Revision #2

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