

# 17.04.2024 - Optimizations / Fixes

## Optimizations

An extensive revision and optimization of the game has been conducted, resulting in a remarkable reduction of the project size by 32 GB, significantly shortened compilation times, and a reorganization of the code. Although the game itself is compact, the underlying project remains relatively enormous.

## Server Communication

Previously, connection disruptions posed a challenge in the game, as the connection could not be restored correctly. This issue has now been addressed, ensuring seamless continuation of the game even after extended interruptions or IP changes. During an ongoing round, the game pauses and awaits server clearance to automatically resume.

## Rocket Launcher

The rocket launcher has undergone several optimizations, including improved targeting and resolution of a shooting issue. While this did not affect damage calculation, it notably enhanced the game's performance.

## Nova Towers

A minor bug affecting the targeting of Nova Towers, leading to unnecessary delays in target acquisition, has been fixed. Additionally, the new effect has been seamlessly integrated into the game.

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Revision #1

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