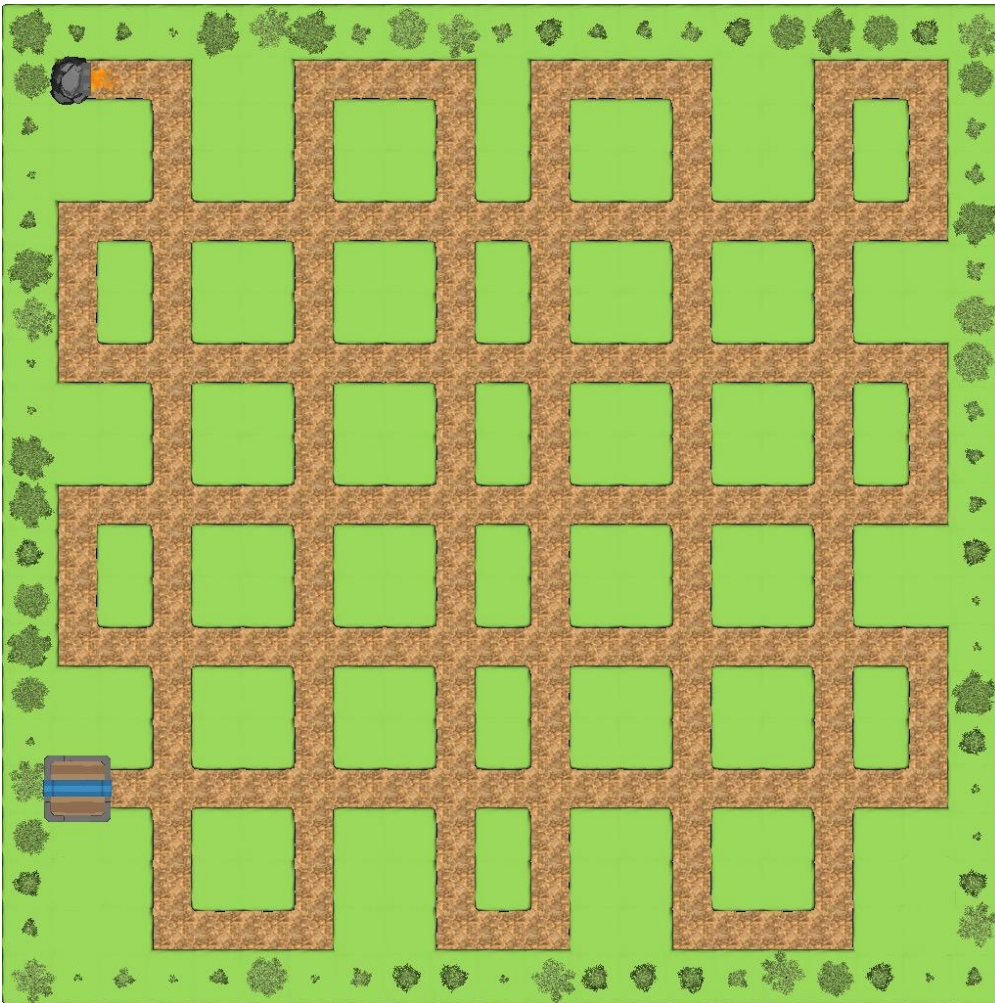


17.10.2025 - Visual Update / Maps Removed / Behind the Scenes

Visual Overhaul - The First Step Toward a New CTD Look

Today's update marks the beginning of a major visual improvement for CTD!
The first changes are already visible in your browser:



Before



After

But that's just the beginning.

The old, blocky "voxel-style" visuals are being replaced with a **true terrain system** – offering smoother transitions, improved lighting, and far greater flexibility for environmental design.

The difference speaks for itself:

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TOP 10 - Damage

Hildrun	408.673
Guntram	202.650
Hildegunde	201.012
Leofwin	182.640
Ortrud	174.585
Godberta	168.670
Baldemar	161.486
Hertha	158.455
Dagobert	156.909
Dagmar	155.001

Team-Bonuses

Damage	+0.00%
Range	+0.00%
Cooldown	0.00%
Crit. Chance	+0.00%
Crit. Damage	+0.00%
Lives	+0
Bomber Damage	+1.800%
Nuke Damage	+1.800%

TOP 10 - Kills

Dagobert	1
Odala	1
Adolar	1
Slav	1
Arwed	1
Isberta	1
Lambertine	0
Emelle	0
Althild	0
Mirabelle	0

Event-Queue

Difficulty 6
Players 100
Enemy speed x1.00

Before

1 14:54:53 10

TOP 10 - Damage

Guntram	220.806
Elfhieda	152.889
Anemone	135.889
Adeltraud	134.185
Leofwin	133.559
Thelma	131.598
Magnhilda	123.618
Roderick	111.607
Amalberga	109.919
Knut	107.813

Team-Bonuses

Damage	+0.00%
Range	+0.00%
Cooldown	0.00%
Crit. Chance	+0.00%
Crit. Damage	+0.00%
Lives	+0
Bomber Damage	+1.400%
Nuke Damage	+1.400%

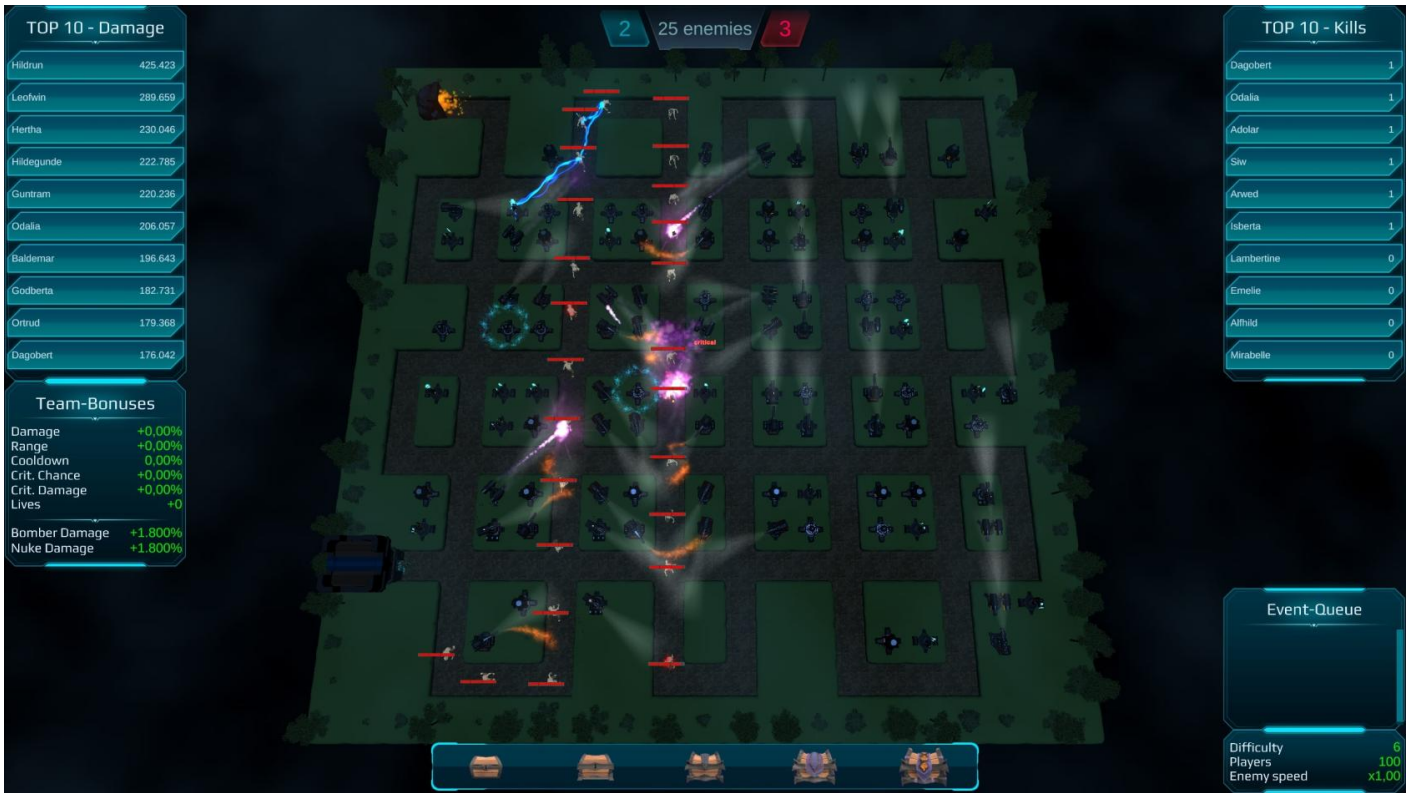
TOP 10 - Kills

Bertila	2
Adeltraud	2
Knut	1
Frigga	1
Olaf	1
Björn	1
Hildegunde	1
Heike	1
Marada	1
Dagmar	1

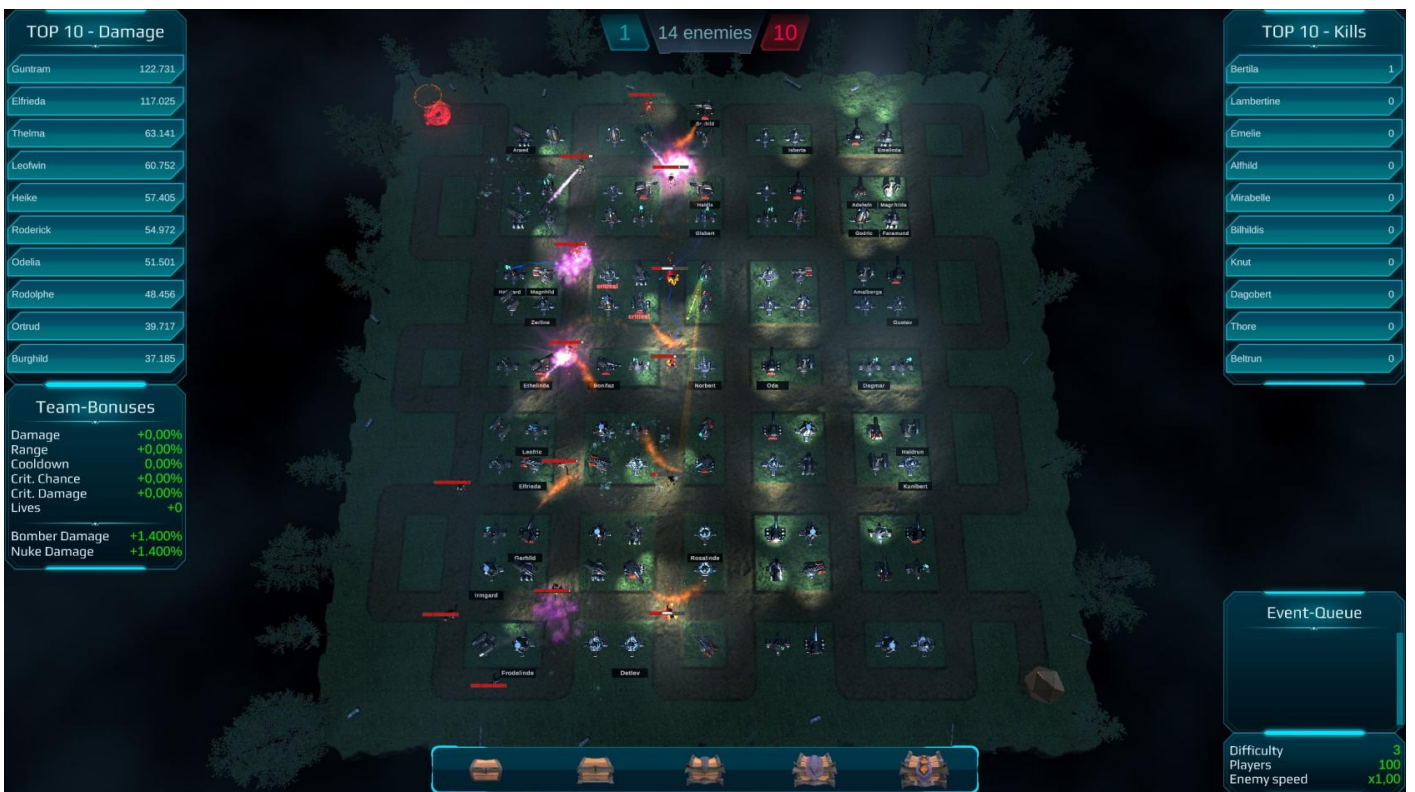
Event-Queue

Difficulty 3
Players 100
Enemy speed x1.00

After



Before



After

9 Maps Removed

With the switch to the new system, several older maps have been retired.

A total of **9 maps** were removed from the game - including the **Easter and Christmas event maps**.

These will be rebuilt from scratch for future seasonal events, featuring the new terrain and lighting systems.

Less popular maps are **not planned to return** due to the effort required for complete reconstruction.

⚙️ **Behind the Scenes - A More Modular Enemy System**

There's also a lot happening under the hood.

The **enemy system** has been completely restructured to be **highly modular**, paving the way for future enemy types such as *demons* or other special variants.

While this modularity was part of the original vision, the earlier implementation lacked the necessary flexibility.

That foundation has now been rebuilt - making future expansions far easier to integrate.

Revision #1

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