

# CTD Development: Major Update in Progress

CTD usually receives new features, revisions, or adjustments on a weekly basis. However, in the coming weeks (or possibly months), there will be an apparent standstill. This is not due to a lack of motivation but because of the preparation of the most extensive update for the game since its development began.

## What does the update bring?

The update includes revisions and new features across all systems:

- **Game Server** (the game itself)
- **Socket Server** (the link between all systems)
- **Website**
- **API**
- **Database**

CTD caters to different target groups: from players who just want to shoot some zombies to those who want to get the most out of their turrets. The update will introduce deep mechanics to allow for the customization of turrets and further development of preferred play styles.

## Skill System

The current rudimentary skill system has always been communicated as a placeholder. The new skill system will be significantly more complex and less reliant on chance. Players can specialize in different areas. In addition to general attributes like "Increase Damage," there will be special abilities that will be expanded over time. An example would be a Nova Turret that no longer slows enemies but instead deals poison damage.

## Item System

CTD will introduce a comprehensive item system. While turrets don't have fingers for rings or hands for gloves, each turret will have a slot for the item "Advanced Turret Control." This control will offer abilities also found in the skill system - from basic attributes like increased damage, range, and speed to the ability to manipulate the Nova Turret.

These items will have various quality levels and can be upgraded to a limited extent.

## Long-Term Goals

Not every new feature will interest all players, and some may ignore them. However, CTD aims to be more than just a casual game and wants to give players the long-term opportunity to get the most out of their turrets and enjoy tinkering with the game.

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