

The timeframe for the major update is planned.

In recent months, we have been hard at work on a major update packed with new features, and now the release window has been set.

Drumroll Starting from September 1st, we will put C-TD.de into maintenance mode and make all the necessary changes so that the update will be available for the following stream on September 4th. Since this update is very complex and affects all systems, the site may remain in maintenance mode for a few days.

But what exactly does this update include?

1. Skill-Tree

The concept of a skill tree is well-known from many role-playing games. For leveling up, you receive a skill point that can be used for improvements. Currently, there is a rudimentary system in place that allows players to use skill points gained from leveling up for minor upgrades, but this system was always intended as a simple placeholder.



The skill tree now consists of around 290 nodes, which can be activated and linked in any order, each for 1 skill point. The possible bonuses range from +1 team life to x% attack speed, all the way to new functions for turrets. For example, there is a skill for the Nova Tower that triggers a special attack with double range and double damage every 25 attacks. There will also be other modifications—for instance, the missile focus for the rocket launcher, which directs all rockets to the targeted enemy (dragon?) instead of randomly choosing targets.



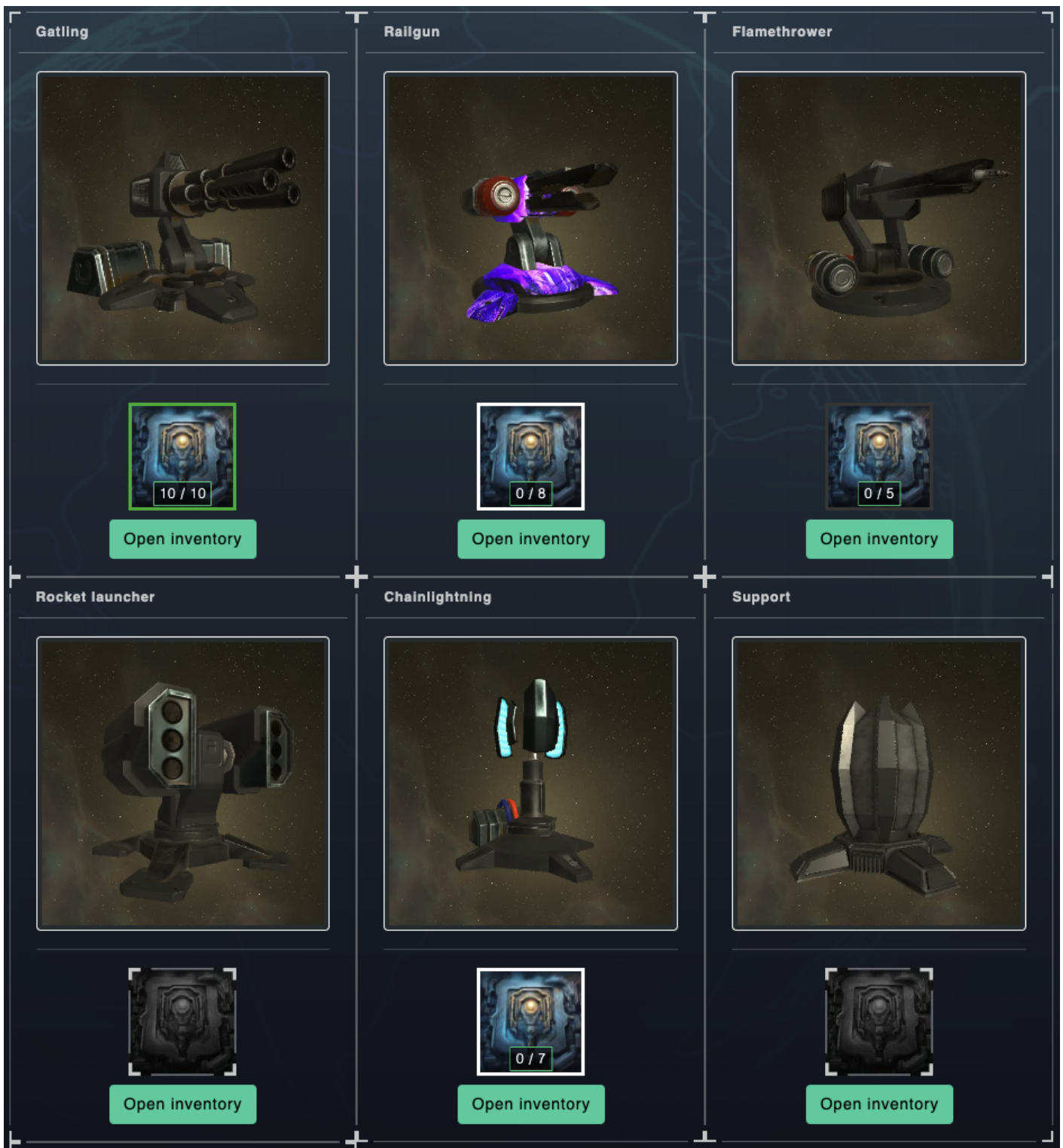
At launch, each turret will have one such skill available. The support turret is an exception, as it will receive two skills. However, one of these is already known and has been in the game for testing for a while: enemies that die nearby give double the amount of credits.

The skill tree will continue to expand in the future, with more skills of all kinds being added.

2. Items


What would a skill tree be without items?

Each turret will have an item slot where any item can be placed to enhance the turret.



Items can be purchased in a special shop but can also be acquired through gameplay. They will come in different quality levels, with random bonuses of varying strength, and can also be upgraded. Unneeded items can be "salvaged" so you can use them to upgrade other items.

Rocket launcher




Turret parameters

[Turret] Damage	1.232,00
[Turret] Range	8,11m
[Turret] Speed	0,20/s
[Turret] Crit.-Chance	5,50%
[Turret] Crit.-Damage	55,00%

[Team] Damage	6,75%
[Team] Range	2,75%
[Team] Speed	9,75%
[Team] Crit.-Chance	0,75%
[Team] Crit.-Damage	0,75%
[Team] Leben	3,00

[Skill] Rocket Focus
The rocket launcher now fires all rockets at the targeted enemy

Inventory Slots: 2 / 90

Salvage items

3 / 3

0 / 23

3. Resistances

Resistances

Physical	0%
Explosion	25%
Ice	0%
Fire	0%
Lightning	0%
Poison	0%

Starting from wave 20, the game will become more challenging, as enemies will gain increasing resistances to the damage types of the turrets with each wave. These resistances will increase by

1% per wave and will also change from wave to wave. The higher the wave reached, the more resistances will be present simultaneously.



However, in the long run, there will be options in the skill tree and through items to break these resistances.

4. Optimizations

In addition to the obvious new features, countless improvements, optimizations, and fixes have been made under the hood. This is essentially an ongoing process but, of course, a necessary one.

5. Future

This update adds new elements, but it also completely replaces some existing elements (like certain abilities) to create a more cohesive overall experience with more possibilities. Moving forward, we will stick to this update policy, releasing larger updates with significant functionality after longer periods, rather than the previously practiced regular updates with limited functionality. This approach simply allows us to develop a feature much more thoroughly because there isn't such extreme time pressure.

Well, let's see if everything comes together on time.