Soon(™) - https://www.pivotaltracker.com/n/projects/2090202

- Lore from the legendary Isto
- Bigger better community (any volunteers?)
- Teams
- 30 more abilities
- “Events”
    - Boss monsters
    - Quests
- Able to download and update through Steam (Will come sometime after Oct 1st)

Version 1.13 2018/11/15

Game Changes:

- ArrowVolleyJump changed to ArrowVolley and now is more like a shotgun effect.
- Game has been optimized again, most are reporting 50% increases in FPS
- ForwardDashAttack, HomingSpheres, and BlinkBehind now have better lock-on capabilities due to new aim assist. If your crosshair is red, you’ll get the target benefits for these abilities.

Bug Fixes:

- Significant improvements to projectile reliability and lag
- Movement abilities like SwordSlash and ForwardDashAttack should feel better and less buggy
- ForwardDashAttack and Kickback should no longer become locked

Balance Changes:

- Leveling now grants 2 HP and 1% Damage (down from 10 HP and 5% damage)
- Fireball now looks cooler
- Fireball size increased 10x
- Fireball burn effect more clear
- Fireball speed decreased from 10000 -> 2500
- Hook CD increased from 1 -> 3s
- ForwardDashAttack should be less likely to clip walls
- ForwardDashAttack speed halved (12000 -> 6000)
- ForwardDashAttack can now be used in any direction
-

Version 1.12 2018/08/04

Game Changes:

- Leveling now gives 10 health, 5% damage, and 2.5% movespeed
- Out of combat healing only goes on CD when you take damage or use an ability
    - Yay no more sitting in one place

- NPCs have been added to the game
    - They give A LOT more exp than breaking abilities
    - They each drop an ability on death
    - There are two types, ranged and melee
- Entangling wall has been reworked to create a circle of vines to trap your opponent into melee combat
- Footsteps are now in the game
- Leaderboards are now in the game

Bug Fixes:

- Aiming will now be more precise. It was failing to account for building when launching the projectile.
- SuperJump and other abilities should no longer silence you
- Zone killing you will really say Valhalla
- Assists should work if you did damage in the last 10 seconds

Balance Changes:

- Knockup Punch Damage increased from 20->30
- Kickback Damage increased from 20->30
- Forward Dash attack damage increased from 10->20
- Forward Dash range increased from 8000 -> 12000
- Forward Dash damage radius is doubled
- BlinkBehind CD reduced from 6s -> 5s
- AntiProjectile Bubble CD reduced from 9s -> 7.5s (duration still 4.5s)
- SpearThrow Damage reduced from 20 -> 15
- RisingWall CD reduced from 1.5s -> 0.5s
- Backstab multiplier increased from 4x -> 6x (base damage still 10)
- Firerain damage reduced from 10 per tick -> 8 per tick
- Hook CD reduced from 2.5s -> 1s
- Smokebomb Damage increased from 5 -> 20
- Whirlwind damage increased from 5 per tick -> 8 per tick
- Swordslash damage increased from 5 -> 10
- FrostArrow slow increased from 50% -> 75%
- Out of Combat Healing increased from 3 per tick -> 10 per tick
- Leveling up now gives 10 health (up from 8) and 5% damage (down from 10%) and movement speed increase of 2.5%

Version 1.11 2018/07/07

Game Changes:

- Zone now randomly closes
- A bunch new SFX have been added (for breaking abilities as one example)

- Projectiles now have a longer CD but do higher damage

Bug Fixes:

- Server should no longer crash if only one player is in the game
- Superjump will no longer be heard everywhere
- Knockup punch should behave more properly

About these changes:

- Right now players aren't particularly rewarded for avoiding an individual projectile because another is likely coming in the next .1s and it only does 5 damage anyway. This increases should make players respect them more and make the thrower feel better about hitting that guy mid super jump.

Balance Changes:

- Fireball damage per tick increased 3 -> 4
- Cosmic Shards CD increased from 0.25 -> 1s
- Cosmic Shards damage increased from 5 -> 20
- Boomerang CD increased from 0.25 -> 1s
- Boomerang Damage increased from 5 -> 20
- Groundwave Damage increased from 5 -> 10
- Kickback Damage increased 20 -> 25
- KnockupPunch Damage increased 20 -> 25
- HomingSphere Damage increased 8 -> 12
- ForwardDashAttack Damage increased 10 -> 20
- Laserbeam Damage increased from 50 - > 70
- Laserbeam CD decreased from 6 -> 5
- SpearThrow Damage increased from 10 -> 20
- RisingWall CD decreased from 3s -> 1.5s
- SuperJump Damage increased from 20 -> 25
- SuperJump CD increased from 3s -> 4s
- Firerain damage per tick increased from 8 -> 10
- Hook CD reduced from 5s -> 2.5s
- Hook Damage increased from 5 -> 10
- Swordslash damage increased 5 -> 8
- FrostArrow Damage increased from 15 -> 25
- ShieldCounter Damage increased from 20 -> 30

Version 1.10 2018/06/09

Game Changes:

- Out of Combat healing CD is set to 5 seconds now [I still plan to get rid of the on movement cancellation, this is just a stopgap]
- Air control increased from .1 - > .6 [you can now better decide where you land]
- Increased jump height from 600 -> 800 [you can now jump over people's head's better]
- Fixed all spots you could get stuck on map that Shaun knows of
- Clouds will now start moving after 15s
- Updated icons for EntanglingWall, Out of Combat Healing
- New ability ArrowVolleyJump
    - Leap into air and fire 5 arrows at your crosshair that each do 15 dmg
    - 
    - Multiple arrows can hit a target but it is nigh impossible unless you are fighting them in the air

Balance Changes:

- **Health** per level increased from 5 -> 8
- **Fireball** increased from 2 -> 3 damage per tick (20 -> 30 total damage)
- **Whirlwind** increased from 1.5 -> damage per tick (30 -> 40 total damage)
- **Swordslash** Cd decreased from 0.5s -> 0.25s
- **CosmicShards** CD decreased from 0.35s -> 0.25s
- **OutofCombatHealing** CD decreased from 15s -> 5s [I still plan to get rid of the on movement cancellation, this is just a stopgap]
- **HomingSpheres** speed increased from 3000->5000
- **EntanglingWall** CD reduced from 3s -> 0.1s [still not very good, no ideas to fix it yet]
- Sprint speed increased from 75% -> 100%
- **LaserBeam** damage increased from 40 -> 50 [with max HP now in the game it won't two shot you]
- **FrostArrow** damage increased from 10 -> 15
- **ShieldCounter** will now fire when getting hit by enemy projectiles

Version 1.9 - 2018/06/02

Game Changes:

- Out of combat healing requires you to stop moving for 15 seconds now
- Out of combat healing now shown on UI

- Leveling is now in the game!
    - Every level grants 5 Max HP
    - CTRL + F will destroy abilities and grant you 25 XP
    - Killing a player will give you ALL of their XP + 375 bonus XP
- Character select is now in the game!
    - Select it in the upper right during the lobby phase
    - It has no effect other than character model
    - There are ~10 characters to choose from
- There are now footsteps in the game
- Projectiles now last 20s instead of 5s. This means slow moving projectiles like HomingSpheres are much more powerful
- UI has been updated significantly

Bug Fixes:

- Fixed a bug where GroundWave's particle effect wouldn't deactivate on hit
- Fixed a bug where view target would not automatically be set on death
- Fixed bug where admin's weren't getting registered

Balance Changes:

- Rising Wall CD decreased 5s -> 3s
- Rising Wall width increased by 50%
- Homing Spheres targeting radius increased 15 -> 25 (easier to get homing)
- Shield counter speed increased from 2000 -> 3000 (so it won't block homing)
- Whirlwind now gives a 25% speed bonus for its duration
- Firerain damage reduced from 10 -> 8 per tick
- Firerain CD increased from 2s -> 2.5s

Version 1.8 - 2018/05/26

Bug Fixes:

- Fixed more building where the stairs didn't work
- ShieldCounter should now always properly fire
- Rising wall and other similar abilities will now more intelligently be placed when there is something above you
- Multiple performance increases across gameplay cues and UI
-

Game Changes:

- You can now see the playzone on the minimap! (random zone closing soon)

- There is now a cloud that you start on that will take you to different parts of the map if you wait
- You can press and hold M to see the whole map
- Blinkbehind now has a better indicator and behaves more properly
    - Thanks for all the feedback, let us know if this makes it better!

Balance Changes:
Overall: It looks like the speed increases of ranged have really helped since fights now happen at greater distances. Now melee is too weak even when you get in range. I'm making reverting about half of the damage nerf and making the abilities easier to land on targets backing away from you so it should be easier to combo.

- Kickback damage increased 15 -> 20
- Kickback radius increase 200 -> 350
- KnockupPunch damage increased 15 - > 20
- KnockupPunch radius increase 200 -> 350
- InstantHeal heal increased from 10 - > 15
- InstantHeal CD decreased from 10 -> 8
    - I want to slowly bring this up since now is using it due to out of combat healing
- ForwardDashAttack CD increased from 3 -> 4
- ForwardDashAttack damage increased from 5 -> 10
- Sprint CD decreased from 12s - > 9.5s
- Sprint duration decreased from 7.5s -> 5s
- BackAttack radius increased from 200 -> 350
    - This might be OP now
- BackAttack CD increased from 1s - > 3s
- FireRain damage increased 5 -> 10
- FireRain cast time reduced 0.2s - > 0s
- ShieldCounter CD reduced from 5s -> 4s
- BlinkBehind cast time reduced 0.2s -> 0.1s
- SmokeBomb increased ranged from 500 -> 1000
- SmokeBomb increased damage/autotarget radius 500 -> 700

Version 1.7 - 2018/05/05

Bug Fixes:
- Fixed lightning needs to be rebuilt errors
- Instant Heal no longer will block projectiles cast
- Game no longer lags when zone closes
- Many server crashes fixed
- Movement Abilities should no longer cause you to blink randomly
- Frost Arrow and Boomerang will no longer pass through their targets when too close

Game Changes:

- Out of combat healing has been added to the game.
    - Avoid taking damage for 15 seconds and you will begin to heal rapidly
- You now can change your mouse sensitivity settings and its no longer tied to FPS
    - Note: This will not save currently between gameplay sessions
- Now have admins who can kick and change the map
- Minimap has been added
    - Blinking dots represent ability locations
- Countdown to the zone closing has been added
- New Ability! Boomerang has been added to the game
    - It will shoot out then come back.
    - Can hit multiple targets now
    - Can hit 2x
- New Ability! Entangling wall
    - Put in front on your opponents to slow them down and get you distance

Balance Changes:

- Projectiles have been increased in speed from 10k -> 15k
    - Cosmic Shards, Fireball, Boomerang (was 7.5k), Hook, Ice Arrow (was 6k)
- Ground waves speed increased 2000 -> 3000
- Homing spheres speed increased 750 -> 2000
- Frost Arrow speed increased 6000 - 12000
- Frost Arrow slow reduced from 75% -> 50%
- Forward Dash Attack damage 15 -> 5
- Kickback damage 25 -> 15
- Blink Behind CD up 3s -> 6s
- Blink Behind distance 2500 -> 4000
- Knockup punch damage 25 -> 15
- Anti-projectile shield CD reduced from 10s - > 9s
- Anti-projectile shield duration increased 4s - > 4.5s
- Spear Throw speed 5000 -> 10000
- Rising Wall duration increased to 7s -> 10s
- Rising Wall CD reduced from 7s ->5s
    - Yes, you can now have 2 walls up
- Fire rain CD reduced 5s -> 2s
- Laserbeam range increased 3000 -> 7500
- ShieldCounter Speed Reduced 3000 -> 2000
    - You are more easily able to follow behind it

Version 1.6 - 2018/04/07

Bug Fixes:
- Fixed 'FNetGUIDCache::SupportsObject: NOT Supported' warning.
    - Was caused by setting the Exposed on Spawn OwningAbility property of BP_AbilityActor_Base to 'replicated' (should be 'none' since GameplayAbilities by default are not replicated)
- Fixed simultaneous GameplayCue use warnings
- Fixed Anti-Projectile Shield not properly blocking projectile ability activation
- Fixed Spear Throw not triggering GameplayCue upon immediate detonation
- Fixed bug where cooldown timers would occasionally show negative numbers
- Fixed bug where Instant Heal was activatable at full health and not activatable upon taking damage
- Fixed bug where settings screen gets stuck if left open before game starts from lobby

Game Changes:
- 2 Jump pads have been added to help you get up to the middle
- Stair cases have been added near the walls to help you get up to the middle
- Now players who are registered as admins via steam ID can kick players from the server
- Added admin panel in lobby screen which is shown when clicking on a player which provides admins with a UI representation of the commands they can perform (currently just 'Kick Player')
- Steam auth sessions are now properly ended when logging out or disconnecting
- Optimized movement invoking ability logic into their own GameplayAbility blueprints that get triggered by GameplayEvents:
    - Kick Back Force
    - Knockup Punch Force
    - Hook Force
    - Forward Dash Attack Force

Balance Changes:

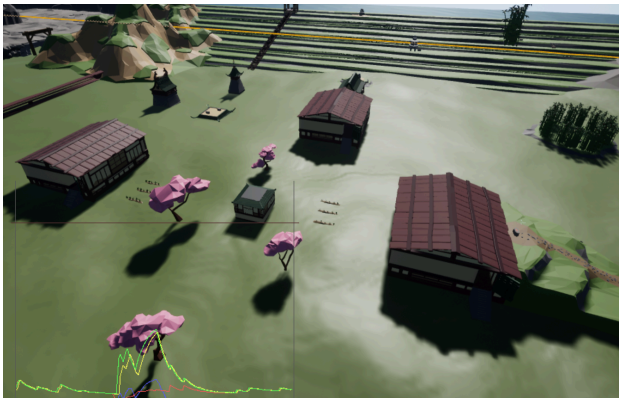
- Cosmic Shards: Cooldown increased from 0.25 -> 0.4 seconds
- Fire Rain: Cooldown decreased from 7 -> 5 seconds
- Forward Dash Attack: Doubled dash speed
- Forward Dash Attack: Added particle effect to help visualize collision radius
- Kickback: Force duration from 1 -> 0.5 seconds
- Kickback: Doubled distance kicked
- Smoke Bomb: Increased cooldown from 3 -> 4 seconds
- Super Jump: Collision radius increased by 25%
- Whirlwind: Increased collision radius by 20%

Version 1.5 - 2018/03/31

Bug Fixes:

- Forward dash now does damage again
- Movement abilities like swordslash and hook now should behave more reliably on clients
- Small game performance improvements (no longer rendering off-screen animations)

Game Changes:

- Shield Counter has been added to the game!
    - No Icon yet
    - Will block projectiles, if it does it will fly off
- Pickup radius doubled, should be easier to grab things and hide
- We now have an exit button!
- Big map is now 50% complete, here is a small taste
- 

Balance Changes:

- Anti-projectile shield no longer blocks blink behind for yourself or enemies
- Anti-projectile shield duration decreased from 6 -> 4 seconds
- Forward dash attack is better due to bug fixes
- Groundwave width doubled
- Kickback no longer roots you on cast, should be easier to land
- Knockup punch now launches you and your enemy 50% higher
- Laserbeam has new particle effects
- Smokebomb will blink you in the direction you are moving
- Sprint has new particle effects

Version 1.4 - 2018/03/24

Bug Fixes:
- Sword slash can no longer hit multiple times
- Whirlwind now correctly does damage
- Trails on projectiles no longer stop randomly in some sections
- It should be uncommon to get multiple kills or wins
- Camera angle should no longer cause your aim to hit the ground

Game Changes:
- Character spawn points have been randomized around the edges of the map
- Collision complexity has been significantly increased, you should no longer walk in the air when around large objects
- Ability organization reworked
    - LMB/RMB will default to blue (projectiles)
    - Q/E will default to red (melee)
    - R will default to green (utility)
    - You can hold tab and drag/drop abilities
- When using projectiles you are slowed by 25% for 1s
    - This should prevent infinite kiting with machine gun projectile builds
- Death cam now improved (grey screen + delay + new particle FX, more info).
- Cross hair has been updated (new image + scales with resolution)
- Health bars have been updated
    - Should be easier to read
    - Your own health bar is above your head
    - Damage from DoTs now no longer stack on top of each other
- Character movement changes implemented
    - Character fall rate has been increased by 50%
    - Character jump velocity (height + speed) has been increased by 33%
- In-game settings menu is now easier to use
- Game has been made to be more performant

Balance Changes:
- Frost Arrow slow duration reduced from 5s to 3s
- Sword slash cooldown reduced from 1.5s to 0.5s
- Ground Wave now roots and is 50% wider but moves slower.
    - Root can be circumvented by movement abilities unlike LoL
- Forward dash attack no longer does damage (this is actually a bug but let's just call it a nerf for now)

Version 1.3 - 2018/03/03

Bug Fixes:

- Fire rain now better shows the area it is hitting
- You should no longer crash on death and game ends based on UpdateCooldowns_C
- Health bars should now behave better when disconnecting, spectating, etc
- More effects have been added to the game when you land abilities
- Hook should now be more reliable when pulling
- More reliably handling disconnects/crashes when it comes to ending the game
-

Games Changes:

- SwordSlash added to the game. A low cooldown melee ability that moves you forward. Try chaining it with other melee abilities.
- 
- FrostArrow added to the game. A projectile that slows for a long time.
- 
- Fireball now looks way cooler
- Server browser will now filter out to just our game
- Server list will auto-populate
- Session-based win and kill counters
- You can now no longer pick-up two of the same abilities
- Significantly more sounds and effects in the game

Balance Changes:

- **Laser Beam** cast time from 2s -> 1s
- **Laser Beam** now hits more predictably.
- **Backstab** cast time from 0.2s -> 0s
- **Backstab** multiplier from 3.0 (30 dmg) -> 4.0 (40 dmg) when hitting from behind.
- **Firerain** size increased from 2.375 -> 2.5 (this is a lot more than it sounds, trust me)

- **Forward Dash** hitbox increased 100%
- **Hook** speed increased from 6000 -> 9000. (50% increase)
- **Knockup punch** CD from 1.5s -> 2.0s
- **Rising Wall** distance on cast reduced from 500 -> 250. (This is actually a buff, trust me)
- **Whirlwind** damage from 4/s -> 6/s. (still lasts 5 seconds)

Version 1.2 - 2018/02/24

Bug Fixes

- More than 5 players can now join the lobby at once!
- Server player count shouldn't go negative anymore (no more server restarts)
- Crashing at the end of the game should no longer happen
- Firerain has been fixed
- A bug that stopped the latest ability from spawning has been fixed (Hook now in)
- New server browsers based on Uworks implemented

Game Changes:

- Projectiles have all been around doubled in speed
- More sounds
- Circle has been slowed down and deals substantially less damage
- Game has been significantly optimized, should run better on more PCs
- SmokeBomb (pocketsand) has been added to the game
  - 
  - 

- Whirlwind has been added to the game!
  - No Icon Yet

- 

Balance Changes:

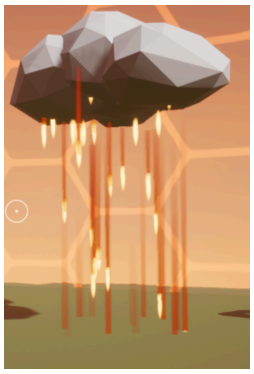
- Homing Spheres now more homing
- Ground wave damage up from 5 dmg to 15 damage
- Instant Healing increased to 15 HP (from 2) CD set to 10s (up from 1)
- Sprint duration up to 7.5s (from 5s)

Version 1.1 - 2018/02/10

Bug Fixes

- You should no longer be silenced on first cast in some scenarios
- Hopefully fixed “match will start in…” lobby bug
- People spawning in the match will take damage from zone if they spawn outside it
- Player should no longer fall through the world in games with a lot of people

Game Changes

- Spectate has been added upon death, use left click/right click to change who you are spectating
- Make it so abilities on the ground can be better identified at a distance
    - Red = Melee-ish
    - Blue = Ranged-ish
    - Green = Utility
- Crosshair now disappears when using ground targeted abilities (firerain, super jump)
- Red Zone
    - Now bigger at the start so you can go into the cave
    - Look has changed to make it easier to see
    - Should now be more performant
    - *Repeated:* People spawning in the match will take damage from zone if they spawn outside it
- FireRain has been added
-  
- Hook has been added

- 

Ability Changes

- Some Projectiles (fireball, cosmic shards, ground wave) now have no cast time and fire from the same location everytime
- Fireball
    - Increased size by 35%
    - Fixed bug causing Fireball doing 11 damage instead of 25
    - Change to a glowing yellow ball
- Laserbeam
    - Cast time increased from 0.7s to 2s
    - Damage reduced from 50 to 40 (now 3 shot kill)
    - Root now ends immediately after ability fires instead of waiting for animation to finish
    - Animation and look has changed
- Homing Spheres
    - Now shoots 5 balls
    - Each ball does 5 damage
    - Cast time reduced to .5s from .8s
    - CD increased from 1s to 3.5s
    - Now turns red when locked on
- Uppercut
    - Cast time reduced from .2s to 0s
    - CD increased from 1s to 1.5s
        - Don’t worry you can still fly, just a little less quickly
- Dash attack
    - Cast time reduced from .3s to 0s
    - Cooldown time changed to 3s
- Super Jump
    - Now you can choose the distance you are casting it at