Upcoming Features

These are features that have been discussed or suggested over the development process and are confirmed in future updates. In their respective group, these features are ordered by priority.

Version 2.2.1 Changelog

On its way:

- Challenge Mode
- Tag Team
- Replay Mode
- Survival Mode
- Add life bar drain feature (similar to gauge drain)
- Add "Passive Armor" as an option on the Character Editor
- Add system to allow for projectile limit based on screen size
- Add "dizzy" options
- Move Recorder for Training Mode
- Editor Interfaces for cloud/database services to store user data
- Field Search tool under each of the editors
- Add Oriented Bounding Boxes (OBB) to Hitboxes
- Add *mirror on P2 side* for projectile impact prefabs
- Option to change character's texture during a move or hit
- Quick Recovery
- Delay Recovery
- Push Block

Major Updates/Other Plans:

- 3D arena gameplay (check out this approach by Steviebops)
- More than 2 players at once (smash bros style)
- UFE for Unreal Engine

For more details check out our Roadmap

Previous Pool Results:

Major Updates - Season 2

Minor Updates - Season 2

Major Updates - Season 1

Minor Updates - Season 1

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