

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 2.5.0 Changelog

On its way:

- 4+ players Smash bros style ([Patreon exclusive](#))
- Tag Team
- Add life bar drain feature (similar to gauge drain)
- Add "Passive Armor" as an option on the Character Editor
- Add "dizzy" options
- Field Search tool under each of the editors
- Add Oriented Bounding Boxes (OBB) to Hitboxes
- Quick Recovery
- Delay Recovery

For more details check out our [Roadmap](#)

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