

-Kalumny edit

There will be a minimum of three maps made upon release, all created by Kalumny & Dune.

- Untitled (Dune)
- Stalewater (Kalumny)
- Untitled (Kalumny)

Game Modes include : KoTH, CtF, CP, TDM, and FFA

- Time needs to be adjusted for each CP map
- CtF goes to 3 points for a win, but ends at a time limit (7 minutes)

Three classes for release, will be more in the future

- Duelist (DL) - Fastest class with a revolver, designed for picks & 1v1s
 - Dual Revolvers
 - Knife
 - 24 studs/s
 - Double jump
 - 125 HP
- Gunner (GN) - Slightly bulky slower with an AK, designed for spraying
 - 18 studs/s
 - AK/Machine Gun
 - Knife
 - Mouse1 = Shoot shoot, Mouse2 = Drop grenade
 - 175 HP
 - Knife : +15% walkspeed & short range
- Marksman (MK) - Sniper class designed for picks and area denial
 - Sniper rifle
 - Machete
 - 18 studs/s
 - Mouse1 = Shoot, Mouse2 = Scope
 - Charge shots for more damage, starts at 100 & ends at 300 (4 seconds)
 - 125 HP
- Medic (MD) - Close range healer, high healing, high mobility
 - Healgun

Unlockable weapons

- Weapons with no skin will be able to be bought in the store with currency, while skinned weapons are unlocked by crates
- "Kill Clocks" can be attached to any weapon and track its kills, and is bought in the shop
- Items can be renamed with "Rename Tools"

Unlockable cosmetics

- Cosmetics are unlocked by crates and are able to be bought in the store

- Visitor's Visor
- Boyish Hair
- Girlish Hair
- Bad Devil's Giveaway
- Sportsman's Cap
- Efficiency Bun
- Crazyman's Crazy Hat
- Battle Pot
- Assassin's Rain Hat
- Bracing Bubblegum
- Casual Beanie
- Biggest League Helmet
- Professional's Headband
- Determination Back-cap
- Cozy Ear Hoodie
- Kingsman's Crown

- Cosmetics are able to have particle effects, with a 1% chance

- Blazing X
 - Gleaming X
 - Foggy X
 - Bewitched X
-

Settings

- Low & High poly switch
- Crosshair choice
- Weapon quick switch (mouse wheel or bind)
- Trading On/Off

- Volume
- Shadows On/Off
- Language
- Viewmodel sway