

SlayYard — Development Overview

Oct 31, 2026 · Archie Cook, AJWC Tech

SlayYard is an original browser arena shooter that went from a written plan to live online multiplayer, with accounts, ranked play, a Store and cosmetics, in four days (21 to 24 September 2026). Play it at slayyard.ajwctech.com.

It has been updated almost every day since. By 15 October 2026 it had controller support, fair-play protections, ten hand-made maps, two new round-based modes, a third-person view, killstreaks, pistols and custom classes, cosmetic knives, eight new guns, and new characters and weapons made in Blender. On 31 October 2026 the whole game moved to the Godot engine, with a Windows download alongside the web version.

Overview

Archie Cook (AJWC Tech) owns SlayYard end to end: he set the scope, made every product, design and pricing call, and led development from the first plan to release.

What a player gets today:

- Ten modes: Team Deathmatch, Free-For-All, Capture the Flag, Domination, 1v1, Kill Confirmed, Gun Game, Hardpoint, Search and Destroy and Payload, on generated arenas and ten hand-made maps
- Bot matches at three difficulty tiers, and online matches against real players on a 128 Hz server
- Accounts, usernames, friends, parties, clans, daily tasks and weekly events
- Levels and titles, ranked play with tiers and a Top 50, a Store, cosmetics and cosmetic knives, and five custom classes
- Custom games, chat, a killcam, spectating a friend's match, and trading for accounts at least 30 days old
- Desktop, phone and controller play (PlayStation and Xbox), in first or third person, with aim assist on touch and controllers that is always off in ranked

Measure	Value
Build window	21 to 24 September 2026 to go live; updated through 15 October 2026
Commits	241
TypeScript source	about 30,300 lines in 143 files

Measure	Value
Automated tests	2,097 tests in 197 files, plus 19 netcode conformance checks
Runtime dependencies	1 (three.js, MIT licence)
Media files	4 CC0 textures; every sound is synthesised in code, and the models, animations and hand-made maps are built from Blender sources by script
Online server	128 ticks per second, 64 snapshots per second

Timeline

The game went from a written plan to a live multiplayer game with a Store in four days and has been updated almost daily since; each row is a milestone players can see, newest first.

Date (2026)	Milestone
31 Oct	The Godot version goes live at slayyard.ajwctech.com for everyone, with a Windows download; an Android build with Google Play purchases enters testing
30–31 Oct	Godot web build: raw mouse look in the browser, and every shader compiled behind the loading screen so matches no longer stutter
27 Oct	Godot version gains touch and controller play, phone layouts and the new SlayYard logo on the loading screen and icon
24 Oct	Godot test build plays private matches against the real servers, with real-money actions switched off
16–20 Oct	Whole game remade in Godot: movement, guns and bots first, then every map, mode, knife and menu, then online play against a local test server
15 Oct	Eight new guns, each modelled in Blender: the Kestrel rifle and Bastion machine gun to earn, and six premium guns; the Eagle .50 remodelled, with a finger-spin on draw and inspect and a one-shot headshot

Date (2026)	Milestone
13 Oct	Online hits count reliably however long a match runs, and the server's rewind matches what the shooter saw more exactly
9 Oct	Phones can always leave the match review screen
8 Oct	Payload bots fight over a contested cart, and no spawn sits inside the push zone; the HUD scales down to 10%
8 Oct	Every knife animation reworked: a real slash, a thrown knife you can see that comes back to the hand, and readable Karambit spins
8 Oct	Bots play like people, and the Aimbot tier is gone; smoother mantles and stairs at speed; a Payload push zone four times larger
8 Oct	New first-person arms from Blender; on phones the fire button is a stick that aims like the move stick
3 Oct	Mantle onto a ledge after a wall jump; free-for-all players start spread across the map
3 Oct	Four pistols (Block 17, Warden, Fiver, Eagle .50), two primaries per loadout, five custom classes, and a redesigned Store and Armory
3 Oct	Scopes with a picture-in-picture lens and quickscoping; stocks on ten guns; pink skins and a pink costume colour
3 Oct	Case odds changed: knife 5%, skin or finish 35%, Cores 50%, Scrap 10%
1 Oct	Named computer players fill empty seats in casual public matches, as the terms say
1 Oct	Four cosmetic knives, £2.50 knife cases with published odds, six knife finishes, and free weekly and level cases
1 Oct	First-person arms and gloved hands; inspect your weapon or knife
1 Oct	Killstreaks (resupply, armour, radar, airstrike), sniper collaterals and kill pop-ups

Date (2026)	Milestone
1 Oct	Wall bounce, a third-person view, and a map picker per mode
1 Oct	Spawns face open ground with a second of protection; bullet marks on walls
1 Oct	Search and Destroy and Payload, with health and ammo pickups on the maps
1 Oct	Ten hand-made maps: Saltline, Spindle, Mirrorgate, Tollroad, Kilnworks, Cinderhold, Brineway, Pinewake, Stackyard and Kickwall
30 Sep	New player model, and every weapon, costume, skin and animation remade in Blender
29 Sep	Phones stay fullscreen; Store and Armory side by side
27 Sep	Fair-play protections and updated privacy and terms
26 Sep	Mantle boost and wall jump; online respawn fix
25 Sep	Its own address: slayyard.ajwctech.com
25 Sep	PlayStation and Xbox controllers; aim assist retuned and always off in ranked
25 Sep	Parkour arenas, easy bunny hopping up to 15 m/s with a speed counter, and premium guns near the end of Gun Game
25 Sep	New hit markers, a kill mark on the crosshair, and a killcam that replays the killer's shots
24 Sep	Every premium weapon gets its own model and, where it reloads, its own reload animation
24 Sep	The killcam shows every player's skins and costume, and the weapon that made the kill
24 Sep	Small 3D previews on every weapon, skin and costume card in the Store and Armory
24 Sep	Four new premium weapons (Titan .50, RPG, Scorch, Throwing Knives) and 14 costume items

Date (2026)	Milestone
24 Sep	Cores can be bought in the Store through a secure checkout
24 Sep	Timed bunny hopping (press jump as you land) and mouse-wheel jump
24 Sep	Backstabs: a knife in the back kills outright
24 Sep	Trading, chat, custom games, the killcam and an end-of-match vote
24 Sep	Crosshair editor and full key rebinding
24 Sep	Knife, slide, grenades, and the Kill Confirmed, Gun Game and Hardpoint modes
24 Sep	Friends menu, and spectating a friend's match on a 10-second delay
24 Sep	Online server raised to 128 ticks per second
23 Sep	Invite-link 1v1s; reconnecting to a match you dropped out of
23 Sep	Clans, daily tasks and weekly events
23 Sep	A sound engine: footsteps, gunshots, reloads and objective cues
22 Sep	Friends, usernames, parties and a lobby that fills matches as players join
22 Sep	Movement, reloads, modes, squads, accounts, Store and ranked play
22 Sep	Online play goes live
22 Sep	Four bot difficulty tiers; skinned characters; textured arenas; touch aim assist
22 Sep	Seeded arena generator and limb hitboxes
21 Sep	First playable build online: bots, sights, 5v5
21 Sep	The plan is written before any code: scope, tech stack, netcode, economy, fair play and risks

The game

SlayYard is fast, readable arena combat: players are the only saturated objects on screen, and every weapon has a clear strength and a clear weakness, whether that is range, handling or reload.

Mode	Rules
Team Deathmatch	5v5, first team to 75 kills
Free-For-All	10 players, first to 30
Capture the Flag	5v5, first to 3 captures
Domination	5v5, three points, first to 200
1v1	A small arena, first to 10
Kill Confirmed	A kill drops a token; collect it to score, or deny the enemy's; first to 50
Gun Game	Every kill moves you up a 17-step weapon ladder, with five premium guns near the end and the knife last; a knife kill on the last step wins
Hardpoint	One live point moves every 60 s; hold it alone to score; first to 250
Search and Destroy	Rounds with no respawns: attackers plant at a site, defenders defuse; 75 s rounds, first to 4, sides swap after round 3. Played on the hand-made maps
Payload	Attackers escort a cart through checkpoints while defenders hold it back, over two halves; the side that pushes further wins. Played on the hand-made maps

- **Movement.** Run, sprint, crouch, slide, mantle onto ledges, and bunny hop: hold jump to keep hopping, and each hop with a direction held adds speed, up to 15 m/s, with a speed counter on screen. A climb keeps your run, a held jump hops off the top faster, and pressing jump mid-climb, or against a wall too tall to climb, kicks you off it, and you can still mantle a ledge straight after a wall jump. Stairs can be taken at full speed. Jump works on the mouse wheel too.
- **Weapons.** There are seventeen standard weapons in seven classes (Assault, SMG, LMG, Sniper, Shotgun, Special and Pistol): everyone starts with the Ranger rifle, the Swarm, the Pike and the Block 17 and Warden pistols, and earns the other twelve with Scrap while levelling up, up to the Skyline sniper. A loadout is two primaries, a pistol

and the knife, saved in up to five custom classes. Scoped rifles show a picture-in-picture lens and can be quickscoped. Each has a deliberate weak range, so none is good everywhere, and each reloads its own way: by magazine, shell by shell, or by chamber.

- **Hit zones.** Head, body, arms, legs and feet. Each weapon sets its own headshot bonus, up to 2.5x on the Skyline sniper.
- **Knife.** Always carried: slot 4 or Q to draw it (10% faster movement with it out), V for a quick slash from any gun, hold to charge a throw. A stab in the back kills outright, with a BACKSTAB callout. Four cosmetic knives can replace the standard one, and F inspects whatever you hold.
- **Grenades.** Two frags per life. Hold G to cook, release to throw; the blast ring shows the damage radius.
- **Health.** Regenerates after 10 s out of combat; health packs around the arena, and a kill drops one.
- **Bots.** Three tiers: Recruit, Regular and Veteran. Every tier reacts at a human pace, strafes, wall-jumps and pushes the objective, and some fights are deliberately wild sprays. In casual public matches, named computer players fill empty seats after a minute, and a joining player takes one over.
- **Arenas.** Built by a seeded generator, so every seed is its own map and can be shared, with small boxes to mantle onto and hop between. Ten hand-made maps sit alongside them (Saltline, Spindle, Mirrorgate, Tollroad, Kilnworks, Cinderhold, Brineway, Pinewake, Stackyard and Kickwall), with health packs and ammo crates, and half of public matches are played on one.
- **Controls.** A crosshair editor with a live preview, every key rebindable, and a separate touch layout for phones that stays fullscreen, with a fire button that aims like the move stick. The HUD scales from 10% to 150%. PlayStation and Xbox controllers work in matches and menus. A third-person view is on P, R3 or an eye button on touch, and is off in ranked.
- **Feedback.** An X hit marker, a kill mark on the crosshair and a ringing headshot; the killcam replays the killer's shots, tracers and hit markers. Bullets leave marks on walls, and a respawn is protected for a second or until you attack. Kill pop-ups show the weapon and chain multi-kills, and a sniper round can pass through one player into another.
- **Killstreaks.** Outside ranked, 3, 5, 7 and 10 kills in a row earn a resupply, armour, a radar sweep and an airstrike. Enemies can see a player's armour, and everyone sees an airstrike's landing circle and hears it coming.

Premium weapons and cosmetics

The game has two currencies: Scrap, earned by playing online, and Cores, bought in the Store or earned at level milestones (up to 500 free Cores by level 30, for milestone levels reached in public or ranked matches).

Weapon	Price (Cores)	What it is
Reaper	450	Bullpup rifle with a 40-round drum
Vanguard	800	Battle rifle with a carry handle and a 36-round magazine
Tyrant	1,100	Railed rifle; five rounds kill at any range, with heavy climb
Viper	500	Compact twin-magazine SMG, deadly up close
Cyclone	800	Compact side-fed SMG with a 45-round magazine
Banshee	1,100	The fastest-firing gun in the game, 1,300 rounds a minute from a 50-round drum; falls off past 20 m
Juggernaut	800	Twin-drum machine gun, 100 rounds
Colossus	1,100	Six-barrel rotary machine gun, 150 rounds; slow to raise and slow to carry
Talon	600	Long-barrel semi-auto; three body shots kill out to 38 m
Judge	650	Scoped marksman rifle; three body shots kill out to 60 m
Brute	550	Drum-fed combat shotgun; one full blast kills inside 5 m
Howler	700	Six-shot revolving launcher; two hits kill at any range
Titan .50	1,000	Anti-materiel rifle: one body shot kills; slow bolt, wild from the hip
RPG	1,000	A visible rocket; a direct hit kills and the blast carries 5 m
Scorch	500	Flamethrower: burns everything in a 10 m cone and sets it alight

Weapon	Price (Cores)	What it is
Throwing Knives	500	Three knives that come back after 3 s; a head hit kills
Eagle .50	900	Hand cannon pistol: one head shot kills at any range, two to the body inside 20 m; seven rounds; spins on the finger when drawn

Every premium weapon has its own model, and each one that reloads has its own reload: the Reaper's drum spins out, the Viper's twin magazines flip end over end, the Howler's cylinder swings out and turns shell by shell, and the Scorch swaps its fuel tank and relights its pilot flame, and the Colossus's six barrels turn; returning Throwing Knives slide back into the hand. Premium weapons are stronger than the standard ones, as the Store says; outside Gun Game, whose ladder hands five of them to everyone near the end, bots never carry them.

Costume item	Slot	Price
Headset, Horns, Gas mask	Head	400, 600, 800 Scrap
Halo, Kabuto, Crown	Head	350, 400, 450 Cores
Radio pack, Scabbard	Back	500, 700 Scrap
Round shield, Jetpack	Back	350, 400 Cores
Visor, Crest, Hood	Head	150, 200, 250 Cores
Satchel, Power cell, Wings	Back	150, 200, 300 Cores
Olive drab, Pink, Hazard, Neon, Chrome	Colour	2,500, 2,500, 5,000, 5,000, 10,000 Scrap
Eight standard colours	Colour	Free

There are also weapon skins (earned with Scrap as you level, or bought with Cores) and player skins. Cosmetics are visual only: they never change a player's hitbox. Every card in the Store and Armory shows a small 3D preview.

Cores pack	Price (GBP, final price including any VAT due)
500 Cores	4.99
1,200 Cores	9.99
2,600 Cores	19.99

Cores pack	Price (GBP, final price including any VAT due)
7,000 Cores	49.99

Buying Cores needs an account whose date of birth, entered at sign-up, shows 18 or over, and payment goes through a secure Stripe checkout.

Four cosmetic knives replace the standard knife without changing how it fights: the Butterfly Knife, Karambit, Huntsman Knife and M9 Bayonet, each with its own draw, slash and inspect. Each costs 7,000 Cores, or can come from that knife's £2.50 case. Six knife finishes (Afterglow, Deepwater, Gold Fang, Prism, Widow and Tempered) cost 2,000 Cores each.

Case drop	Chance	What you get
Cores	50%	150 to 600 Cores
Skin or finish	35%	A premium weapon skin or knife finish you don't own yet
Scrap	10%	1,000 to 3,000 Scrap
Knife	5%	The case's knife, or another one you don't own yet

The server rolls every case, and the 25th case in a row without a knife always gives one; with all four knives owned, a knife drop becomes 2,000 Cores. Buying a case needs an 18+ account, and the odds are shown on every case and at checkout. Every account also gets one free case a week and one at each of levels 10, 20, 30 and 40, with the same odds. Cases never contain weapons or anything that changes play.

Online play and social

Every public, ranked and custom match runs on the game's own server, which keeps each player's level, currency, items and rank, so nothing that matters is stored only on the player's device; private invite-link 1v1s record nothing.

Feature	How it works
Accounts	Play straight away as a guest (a guest's progress is tied to that browser until you sign up); signing up keeps everything you have. Usernames look like name#1234. 13+ for an account

Feature	How it works
Progression	XP levels with a new title every ten levels, up to Champion at level 60. Bot matches earn XP only
Ranked	Team Deathmatch, solo, for accounts with a username; Bronze to Master tiers and a Top 50
Parties and invites	Duo and Squad parties and private 1v1s by invite link, with no codes to type; private 1v1s are unranked
Reconnect	Drop out and you have 60 s to rejoin your seat
End-of-match vote	After a public match, pick the next mode and arena from three options; everyone who stays plays the next match together. Ranked, private and custom matches skip the vote
Custom games	The host sets mode, arena, players, bots, time, score and weapons; public games are listed in a browser; XP only
Killcam	The killer's last 2.5 s from their eyes, with their weapon and every player's skins and costume, plus a damage recap; it replays the killer's shots, tracers, hit markers and gun sounds, and shows only what the killer could see; skippable
Spectating	Watch a friend's match on a 10-second delay; not available for ranked
Chat	Quick chat and map pings for everyone. Text chat for accounts with a username: an automatic word filter that will miss some things, rate limits, mute, block and report, and off by default for under-16s
Trading	Swap cosmetics item for item with a friend, with a 5-second review before both confirm. Level 20+, accounts at least 30 days old, 16+; received items can't be traded on for 7 days; 10 trades a day
Clans, tasks and events	Clans with tags, daily tasks, weekly events and a first-win-of-the-day bonus of 100 Scrap

Chat messages are kept for 30 days so reports can be checked, then deleted, as the privacy page explains.

The business

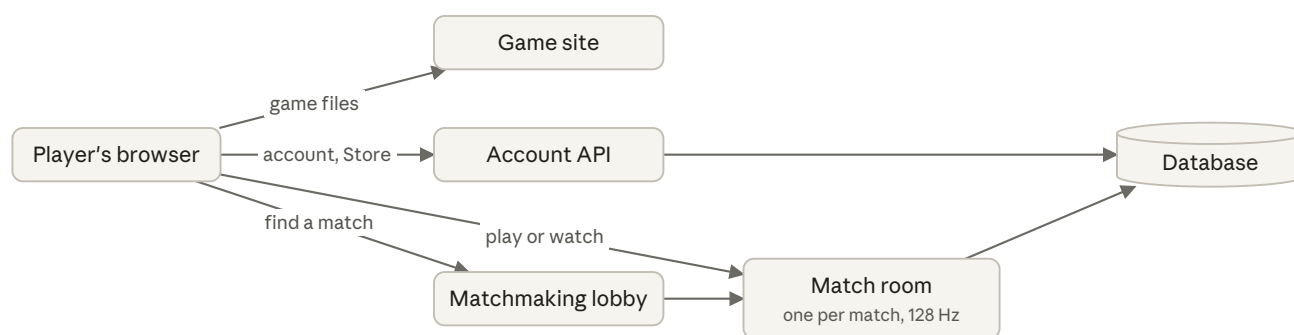
SlayYard is free to play in any browser, on desktop and phone, with nothing to install; it earns money from Cores and knife cases, which players buy in the Store.

Area	Today
Revenue	Four Cores packs from £4.99 to £49.99 (final price, including any VAT due), spent on premium weapons, cosmetics and knives; and £2.50 knife cases with their odds published. No subscriptions and no adverts
Earned alongside paid	Scrap, earned by playing online, buys the standard weapons, the earned weapon skins and some cosmetics; milestone levels reached in public or ranked matches give up to 500 free Cores in total by level 30, and every account gets a free knife case each week and at levels 10, 20, 30 and 40
Payments	Stripe checkout, live since 24 September 2026
Ages	13+ for an account and 18+ to buy Cores or cases, from the date of birth entered at sign-up; guests can play straight away
Content rights	Original game, weapons and art: models, animations and maps made in Blender and built by script, every sound synthesised in code, one MIT-licensed library and four CC0 textures, so there is no licensed content to renew
Hosting	On Cloudflare and priced by use: no match server runs when nobody is playing, and every public, ranked and custom match runs in its own room
Stage	Playable in the browser since 21 September 2026, with online multiplayer since 22 September. There are no revenue, conversion or retention figures yet; outside playtests are the next step

How it was built

Archie ran the build as product owner and technical lead, under three rules: plan first, test first, verify in the real game.

- **Plan before code.** No game code was written until a written plan existed, covering scope, tech stack, netcode, architecture, art, economy, fair play, milestones and risks. It ordered the work so the risks most likely to sink the project were tested first and cheapest.
- **Original, not a clone.** The plan opens by ruling out copied or re-drawn assets, and a licensing audit on 22 September checked every name and asset and renamed the weapons that needed it.
- **Made in-house.** Arenas come from a seeded generator, and every sound is synthesised in the browser. Since 30 September the characters, weapons, costumes, skins, animations and ten hand-made maps are made in Blender and exported by one build script that checks every asset, and two builds come out identical.
- **One simulation everywhere.** The same movement and hit-detection code runs in the browser, in bot matches and on the server, so there is one physics path to get right.
- **Test first, enforced by tooling.** A hook blocked any change to game code until a failing test existed for it. Every change had to pass the full automated suite before it shipped; on 15 October the suite stood at 2,097 tests, plus 19 netcode conformance checks.
- **Checked in the real game.** Changes a unit test cannot prove were checked by driving the real client frame by frame, and by scripted players running full matches on a local copy of the server.



The browser loads the game from one Cloudflare Worker and talks to a second, the API, which runs the matchmaking lobby and a separate room for each server match; the browser connects to its match room directly, and the room decides the result and records it.

Netcode	Value
Server simulation	128 ticks per second
Snapshots	64 per second, sending only what changed

Netcode	Value
Client prediction	Your own movement is simulated instantly with the server's code, then corrected when the server disagrees
Lag compensation	The server judges your shots against what you saw on screen
Local play	144 Hz on desktop and 120 Hz on phones, smoothed for high-refresh screens

Stack: TypeScript, three.js and Vite in the browser; Cloudflare Workers, Durable Objects and D1 (SQLite) on the server; Vitest for the automated tests. Since 31 October the game client is Godot 4.7 (GDScript), exported to the web, Windows and Android, talking to the same servers.

Engineering highlights

The hard parts were keeping one simulation identical everywhere and keeping the server the judge of every result that matters; these are the pieces that do it.

- **Deterministic fixed-step simulation.** Movement, hit tests and mode rules live in a shared TypeScript package, and the match loop, weapons and bots are built on it with no platform code, so the same files run in the browser, in bot matches and on the server. Physics steps at a fixed rate, and rendering interpolates between steps, so high-refresh screens stay smooth without changing the rules.
- **Conformance hashing.** A seeded suite replays fixed input sequences of up to 20,000 ticks through the shared movement code, and two 10,000-tick runs are checked against recorded hashes, so a movement change that alters either of them fails a test.
- **Prediction and reconciliation.** Your own movement is predicted with the server's code and replayed when the server corrects it. Remote players are drawn by interpolating between delta-compressed snapshots.
- **One room per match.** Every public, ranked and custom match runs in its own room on Cloudflare's network, built to pick up where it left off after a server restart rather than end.
- **An economy that cannot pay twice.** Currency lives in a double-entry ledger where every grant carries a unique reference, so a repeated payment message or result grants nothing extra.
- **Procedural everything.** Seeded arenas, skinned characters drawn in one call each, synthesised audio, and Store previews rendered by one shared WebGL renderer into cached images, which stays inside the browser's limit on 3D canvases.

- **A scripted art pipeline.** Blender files are the source for every model, animation and hand-made map. One headless build exports them to compressed files, and validators check each asset's triangle budget and its fit inside the hitboxes, and each map against the bots' walking rules and a 45 m limit on sightlines.
- **Hit registration that holds up.** In October two players reported online shots that stopped counting partway through a match. The cause was a 16-bit command counter that wraps after about 8.5 minutes at 128 commands a second, after which the server ignored every command. Counters are now compared across the wrap, a test replays it, and the server's rewind was tightened to the exact moment the shooter fired.

Fair play

In every public, ranked and custom match, the server decides the outcomes that matter (hits, kills, scores and results); a player's game sends their controls and the server works out the rest. Levels, currency, items and rank only ever change on the server.

- **Server authority.** Anything a player's device says about a result is treated as a claim; the server works it out itself or holds it within limits it sets. Your level, currency, items and rank are kept on the server, so editing the game or its saved data on your own machine can't rewrite them directly.
- **Rewards.** The server settles every reward, and each match pays out at most once. Bot matches and custom games pay XP only, never Scrap or Cores.
- **One seat per player.** A second tab or device replaces the first, so nobody is counted twice.
- **Quitting.** Leaving a match frees your seat at once; quitting a 1v1 is a forfeit, and a bot takes over.
- **Spectating** is friends only, never in ranked, and runs 10 seconds behind the live match.
- **Report and block** from inside a match; reports are kept for review, and a block hides that player's messages from you in matches, parties and custom-game rooms.
- **Out of sight, out of the data.** In online matches the server sends you an enemy's position only while you could see or hear them, and it checks every player's aim. A player caught cheating is kicked and banned, as the terms explain, and bans can be appealed.

Fair-play work is ongoing, and improvements ship as part of normal updates.

The move to Godot

On 31 October 2026 the browser game was replaced by a full remake in the Godot engine, built in 16 days and played against the same servers and accounts. The reason was reach: one Godot project exports to the web, a Windows download and Android, where the original only ran in a browser.

Stage	Dates (2026)	What it delivered
1. Core game	15–16 Oct	Movement, guns, bots, one map, HUD and menus as a Windows build; bot matches tick-for-tick identical to the original
2. Everything offline	16 Oct	All maps and modes, knives, cosmetics, Store and Armory, and the first web export
3. Online	17–20 Oct	Online play against a local copy of the server; a Godot player and a browser player shared a match
4. Live test	24 Oct	Private matches on the real servers between test accounts, with purchases switched off
5. Switch-ready	26–27 Oct	Touch and controller play, phone layouts, new logo, release and rollback scripts
6. Live	30–31 Oct	Web smoothness fixes, then the switch for every player; Windows download and an Android test build

- **Same rules, same results.** The online server still decides every hit, so the Godot movement code has to match it exactly. Godot's maths differed from the browser's in places (one function was off in the last digit, and one was missing), so the remake carries its own copies and is checked against the original tick by tick.
- **Tests.** 872 automated tests run on every change.
- **Smooth in the browser.** Two fixes made the web build playable: mouse look reads raw movement as the original did, and every shader is compiled behind the loading screen. The worst frame mid-match fell from about 270 ms to under 40 ms.
- **A safe switch.** Each stage ended with a playable build. The new version ran on a private preview address before the switch, and the original can be restored in one step.
- **Still to do.** The Windows download is not yet code-signed, and the Android build has not been tested on a phone or listed on Google Play.

What's next

The next updates focus on fair play and on what outside playtesters say; no dates are promised.

- **Fair-play updates**, shipped as part of normal releases.
- **Outside playtests** with groups of 8 to 12 players, to measure whether new players keep queueing for another match.
- **Password reset by email**, already built and switched on once email sending is set up.

Not planned	Why
Voice chat	Needs its own moderation and under-18 policy first
Map editor	The seeded arena generator already makes a new map from every seed, alongside ten hand-made maps

Contact

Support, bug reports, safeguarding, payments and business enquiries go through ajwctech.com/contact, which is also linked in the game under Legal.