

Roadmap



1.0 Update : Release the Kraken

Released on 2025 Feb 21st

Goals:

- Public release of the map



1.1 Update : Black Whale

Released on 2026 Feb 06th

Goals:

- Rebalance **Tier1** by adding **6 villages**
- "**Lockdown**" : *National Guard Operations Lore/Quest*
- Adding new roads for futures updates
- Adding some caves in forests
- Adding an airstrip ou south



1.2 Update : Knight Octopus

Goals:

- "**Day Zero**" : *Green County Origins Lore/Quest*



1.3 Update : Baby Seal

Goals:

- "**Jenny Perkins**" : Special Character Story
- "**Frank Holloway**" : Special Character Story
- "**Rise or die !**" : *Green County's Future Lore/Quest*



1.4 Update : Great White Shark

Goals:

- Introduction of traffic jams with custom US Cars (can loot)
- Introduction of an enterable OFC / Burger Queen
- Introduction of Trailers Parks/Areas
- Introduction of isolated Motels

Minor updates between these major milestones will aim to refresh/improve the areas that have aged the worst. In addition, we will continue our process of Americanising buildings/clothing/environment with the resources (financial, human and time) at our disposal.

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