

# Brick Hill

Brick Hill



|                      |                                                           |
|----------------------|-----------------------------------------------------------|
| Development Lifespan | Late 2016 - 2023 (as of 2024 the platform became defunct) |
| Initial Release      | April 2017                                                |
| Game Engine          | Gamemaker 8.1, Godot, C++                                 |
| Developer            | Mooshimity Ltd.                                           |

 **Fix Me!** - Needs additional information about the late 2017 C++ unreleased client rewrite alongside with XTreme 3D client rewrite (development lifespan)

**Brick Hill** (earlier: [Role Block](#)) is a defunct sandbox game, originally released in April 2017 by brick-luke and spacebuilder. Despite the platform hitting the record of 1.2 million users registered in total, the platform has suffered numerous scandals related to its ownership. After a supposedly temporary hiatus, the website has now permanently closed, with no further announcements made by the staff members and the ownership.

During its lifespan, Brick Hill had different [Development eras](#) where the codebase could be rewritten almost from scratch alongside with their executables. This includes:

- 2016 ([Role Block](#))
- Late 2016 - Early 2017 ([Brick Hill Legacy Beta](#))
- Early 2017 - Mid 2017 ([Brick Hill Legacy](#) bug fixes, feature additions based on classic codebase)
  - Early 2017 ([Xtreme3D Client](#))
  - Late 2017 ([C++ client](#) rewrite by ppsychrite)
  - 2018 - April 2022 ([Player2](#) by ezcha)
- Late 2017 - 2023 (brick-luke's codebase rewrite + client bug fixes and feature additions by other Brick Hill client developers)
  - 2020 - 2023 ([Brick Hill Next](#))

*It should be noted that clients after late 2017 but before 2022 in Brick Hill Legacy development era, most of Brick Hill Next executables and C++ client 2017 rewrite (alongside with XTreme 3D clients) are possibly lost. If you can find them, preserve such executables on [archive.org](#). Your contribution to findings will be mentioned on our wiki.*

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