

Brick Hill Legacy



Development Lifespan	October 2017 - 2023
Initial Release	October 2017
Game Engine	Gamemaker 8.1
Developer	Mooshimity Ltd.

This is an article of one [Brick Hill Development era](#). If you want to take a look on other development era, please refer to [Development Eras](#) article.

 **Fix Me!** - This is currently a placeholder page. Needs more information on unused or removed features which still exist in the game's code (brick stickers, for example).

Brick Hill Legacy is a mainline client originally released in October 2017 by brick-luke as a result of the whole codebase rewrite. Alongside with the client release, the mainline release also had its new Workshop (support ended around 2018 - ?) with the Host executables(was later replaced with node-hill in 2020), all written in GameMaker 8.1.

Features

- Optimized Set loading (2021 (middle?) and later)
- Brick Physics (Late 2017 & 2021 and later)
- Health bar (2019 (?) and later)
- etc. ( **Fix Me!**)

Unused and removed features

- Figures (should be some text about its advanced “reimplementation” in virtuo)
- Brick stickers (originally found in gm 8.1 workshop)

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