Brick Hill C++ Client

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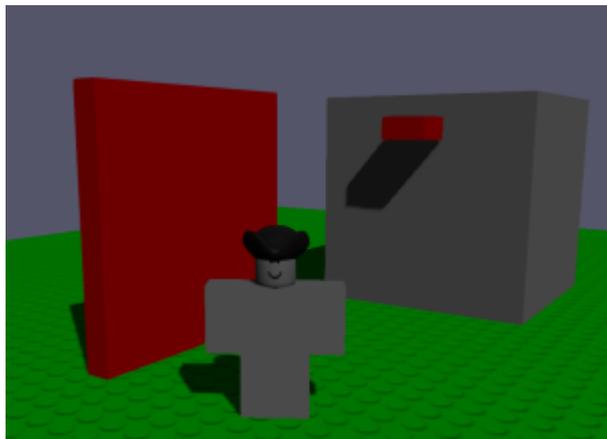
Development Lifespan	Late 2017(?)
Initial Release	Never released
Game Engine	C++
Developer	ppsychrite

> **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.**

Brick Hill C++ Client is an unreleased client written by ppsychrite which was bound to change the Brick Hill Legacy Client, making the codebase more flexible to changes than using GameMaker 8.1 engine.

People, like `spacebuilder` may own the client's source code but possibly will never release it.

Possible New Features

- Shadows (as seen as on the "logo" picture[1])

[1]
Courtesy of spacebuilder, brick boy mike and ppsychrite.

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