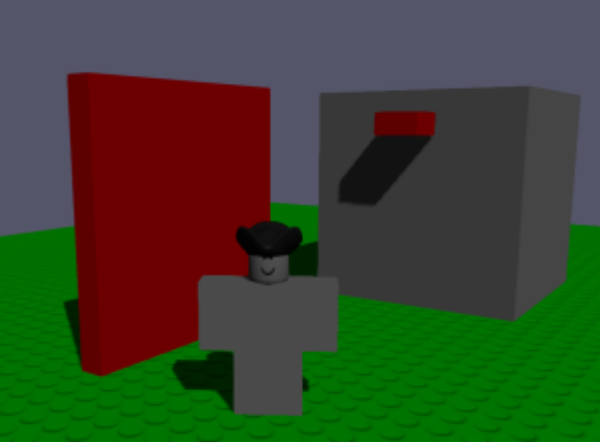


Brick Hill C++ Client



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

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” picture¹⁾)
- ¹⁾
Courtesy of spacebuilder, brick boy mike and ppsychrite.

From:
<http://brickrot.app.tc/> - **brickrot**

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