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” picture[1)])

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

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