

Development eras of Brick Hill

During the development lifespan of [Brick Hill](#), the platform has gone through the different phases of development (for example, the platform redesign in 2019, going from the classic look to more modern one). Despite that, this article mentions the different phases of executables (such as: Client, Host and Workshop) development. The development eras as a whole can be seen in [Brick Hill](#) article.

Client

- 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](#))

Host

- Early 2017 ([Brick Hill Legacy Beta](#) host)
- October 2017 (initial [Brick Hill Legacy](#) host release)
- 2020-2023 ([Node Hill](#) release, bug fixes, feature additions)

Workshop

- Early 2017 (various prototype builds of [Brick Hill Legacy Beta](#) workshops)
- April 2017 (Initial release of [Brick Hill Legacy](#) Workshop)
- October 2017 (Release of [Brick Hill Legacy](#) Workshop 2.0.0)
- 2018 (Release of [Brick Hill Legacy](#) Workshop 3.0.0)

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