

Future & Evolutions

Yes! We have a plan !



Yes, Green County will continue to be updated over time. Below is the roadmap for the future. Keep in mind that not everything is mentioned to avoid spoilers.

Background / Lore

Elements will be added to enhance this aspect of the map.

Americanisation of buildings :

As is already the case with fuelstations, for example, we're going to continue changing the appearance of textures (modifying vanilla 3D models is forbidden) to reinforce the North American spirit and offer to you a more intense immersion experience. We also want to add US-style 3D buildings (motels, markets, etc.) at a later date.

Improvements olders villages/area:

Some villages/area date back to the early years of the map. They don't have the mapping level of the latest villages, and will be improved over time without radically changing their structure. For example:

- Addison
- Auberry
- Bedford
- Collinsburg
- Edesville
- Edgerton
- Lynbrook
- Medieval Hill
- Munford
- Old Field
- Stappelton
- Willisburg Quarry

US Vehicle wrecks:

We're going to add more US-style wrecks to create traffic jam effects that match the background of the map. This will also reduce players' ability to find vanilla vehicle parts.

Streams:

Streams are to be added to the valleys and hills to the north and south in order to contextualise the forests.

Adding points of interest and isolated houses in fields and forests:

To avoid having large empty areas, we're going to continue to fill in the large fields in the central zone, and create areas of interest in the forests by creating cleared areas.

And more...

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