




# v5.4

## Summary

## Game versions deployed

type	key	summary	assignee	reporter	priority	status	resolution	created	updated	due
							Deathmatch	Round #13	26 June 2015	
							Portuguese	Round #7	29 June 2015	

 com.atlassian.sal.api.net.ResponseException: javax.net.ssl.SSLHandshakeException: sun.security.validator.ValidatorException: PKIX path validation failed: java.security.cert.CertPathValidatorException: validity check failed

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status

 com.atlassian.sal.api.net.ResponseException: javax.net.ssl.SSLHandshakeException: sun.security.validator.ValidatorException: PKIX path validation failed: java.security.cert.CertPathValidatorException: validity check failed

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where 7 of them were new features!

We're finally reaching a **stable** point in V5 where we can focus on **adding new features** every release. In this version we've added a couple of new concepts, mostly focused on **deathmatch** version but with some of them moving along to **Portuguese** version as well.

## Important highlights from this release

1. It's important to reward active players, with that in mind, we've created the [Rank progress boosts](#)
2. Dynamism in the game is a very important aspect of **V5**, so we create some links between stats and actions, one of those is the [Bullets and shooting limits](#).
3. [Reset Fun](#) is part of the game, so we've automated the process to kick it in when a version is over and a family has won.