Upcoming Apparatus Features

These are features planned for Apparatus, our most beloved data-driven ECS framework for Unreal Engine.

- Built-in **networking solution**. September+
- A simple **client/server game sample** to demonstrate the framework usage in a network scenario. September+
- High-count **game project** to demonstrate the performance capabilities of the tech. October+
- More **documentation, articles, tutorials, samples** to cover different usage scenarios and help the user to bootstrap their projects the Apparatus way.
- Official Apparatus **Utility Kit**.

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