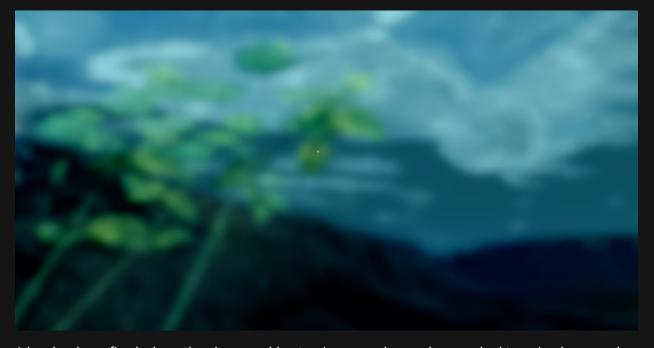




☆ HIGHLIGHTS

This section shows the "highlights" of the team's effort this month. These achievements can also be seen as milestones we've reached that significantly impacted the development progress in a good way.

Fixed swimming bug



A bug has been fixed where the player could not swim upwards once he crouched to swim downwards. Apparently it was a conflict in the player's physics state.

DEVLOG

This section shows a variety of small changes, adjustments and bug fixes we implemented in the game. As the saying goes "the details make the design".

Quests, Puzzles & Maps

- Mansion: Added water trigger to fountain area
- Mansion: Fixed tesseract parts pickup
- Dungeon: Level fade out on switch
- Forest: Changed entrance of cellar to match fire-proofness
- Forest: Added more rewards in the cellar
- Forest: Increased secret entrance visibility
- Mine: Increased ridge width

Gameplay

- Fixed crouching under water bug
- Added Ship's Biscuit
- Added Salted Pork
- Improved game tips in loading screens

UI

Dungeon: Fixed overlapping text

Sound

- Mansion: Added paper pickup sound to "such a fool"
- Mansion: Added locked SFX to cellar door
- Mansion: Added SFX to key being dropped outside

Miscellaneous

- Mansion: Replaced logs at fireplace
- Mansion: Replaced mackerel placeholders