

# Version 0.1.1A

c!pp

- **Events:** Not really a event but I added a small epilogue sequence at the end of the game introduction. The previous description on what role the potion will play in the game seemed to not be clear enough, so that new sequence is hopefully clearing that up a bit
- **Characters:** The characters now have names!
- **UI:** The ability to hide the GUI has been readded after making it work properly
- **UI:** Added transitions between the images. You can disable or change the transition speed in the preferences, if you like to hav your juicy transitions a bit faster.
- **UI:** The textbox background is now modifiable in the preferences as well. You can choose between original, 50% transparency or no box at all.
- **Images:** The image format has been changed so the final size has been reduced by ~70%
- **Bugs:** The use of the headmasters name was not consistent throughout the game, this has now been fixed.
- **Bugs:** There seemed to be a case where images were missing. I found something that could have been this and fixed it, but I can't 100% confirm that this is definetly fixed as I can't reproduce this problem.
- **Bugs:** There was a bug where the first event on day 1 was not firing and the player was thrown into free roaming without anything to do until day 2. Couldn't reproduce that either, but the other events worked fine for the reporter so I just changed the way the day 1 events were called.

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Revision #1

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