

Version 0.1.2B

c!pp

- Changed the vote button in the journal to show if the rule or else can be unlocked or if it's not implemented.
- Added some text to the description of some rules, clubs or buildings, stating that they are not yet implemented and cannot be voted on.
- Some events were planned and dialogues implemented in advance. These should not have been visible at the time, as they were intended for later stages of the game. These are now locked and inaccessible as they are missing images and are subject to change.
- The probability of voting on rules and other issues has been changed. Each party now has a base probability of 100% if the necessary requirements are fully met. Please note that students, teachers and parents have different stats, so they must be raised separately. Parents' stats cannot currently be raised and the stats of teachers and parents cannot currently be viewed. This will change in version 0.1.3. However, the current unlockable rule can be unlocked relatively easy. The whole vote calculation is subject to change in version 0.1.3.
- There was an event in the office that was still firing, even though it was supposed to be obsolete with the passing of a certain rule. This has been fixed.
- Changed the wording in a single sentence in the intro to make it make more sense, both in content and grammar.

Because there were many people grinding hard into the game trying to unlock and view stuff, that wasn't even implemented, I also added the following two things:

- Added a message that is displayed after the player has watched all the events that can be watched. Note that some events have multiple variants with different images, which are not tracked. So search for them at your own risk.
- Added a message that appears after the player has reached a certain level of stats, at which point it is no longer necessary to increase those stats, as there is nothing new to be seen or unlocked by increasing stats beyond that point. Note that the message will pop up once all stats have reached a certain threshold, not for each individual stat, so if you only increase Corruption and leave the rest as they are, the message won't pop up.

Revision #2

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