

# Version 0.1.3

## c!pp

- **Cafeteria:** Introduced Cafeteria
- **Cafeteria:** Added 6 Events to Cafeteria
- **Cafeteria:** Added new Rule for Cafeteria or other things (Adelaide seems to be stressed sometimes...)
- **Courtyard:** Added 3 Events to Courtyard
- **School Building:** Added 3 new Events to School Building
- **School Building:** Introduced new Introduction Event when teaching class for first time.
- **Gym:** Added new teaching event
- **PTA:** Extended PTA Introduction to now introduce all teachers and parents.
- **Characters:** All different Schools have now been merged to one school but different classes. No more stat-grinding for all Schools
- **Journal:** Added a new budget-overview. Always keep your money in check. (New ways to earn money comes with next update.)
- **Journal:** Added Replay Gallery to Journal. (Bottom right tag in Journal)
- **Locations:** Replaced all background-images for all locations.
- **Events:** Introduced a new System for the determination of values and data used by the events. Particularly useful for adding new Events or modding. Also used for the gallery.
- **Image-System:** Improved the image system for more dynamic usage.
- **UI:** Small changes to UI for much aesthetics.
- **QoL:** Added more information in Journal to prevent players from being confused over what can be unlocked and what not.
- **QoL:** Added a bit of extra information during introduction phase.
- **QoL:** Special events now are marked. The location will glow red and the action will be marked with red dots, to show where to find the event.
- **Bugfix:** Fixed Softlock during introduction phase when saving and loading. (Hopefully)
- **Bugfix:** Fixed temporary events being replayed, when they shouldn't.
- **Known Bug:** When selecting a value in the gallery, an error occurs sometimes. I wasn't really able to determine why it happens, but it is harmless. Just Rollback once and it's fixed.

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Revision #1

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