Version 0.2.0

c!pp

Stats

> - 3445 more images bringing it up to a total of 5815
> - 54 more animations bringing it up to a total of 182
> - 18 new events

Events

> - Added event chain for transitioning the school to level 2
> - 13 new events in transition event chain
> - 2 new events in cafeteria
> - 1 new events in courtyard
> - 2 new events in school dormitory
> - fully reworked all 71 regular events and created variants for these events for all school levels up to level 10
>   - some events now have a spicy animation on the higher levels
>   - This was done to conform these events to my new (and hopefully) last workflow for rendering images, which allowed me in the first time to event render the events for all levels
> - Events can now have priority over other events
> - higher level variants of the events can be seen thanks to temporary rules allowing the player to raise the school level higher than 2

New Features

> - Implemented a Modding Framework
> - Implemented a new Quest System
> - Implemented a Character Overview
> - Reworked Main Menu

Changes

> - Reworked the Journal Design
> - Improved the Map
> - PTA event system has been improved

Gallery

> - Due to reworking all events, the existing replay gallery data will be wiped
> - Added versioning for gallery and individual events

Modding

> - A new modding framework has been added
> - The modding framework allows for the creation of new events, characters, and more
> - A manual on how to create a Mod can be found [here](#) (WIP)
> - Added a Mod Manager on the Main Menu for activating and deactivating mods

Quests

> - A quest system has been implemented for you clueless folks
> - The new quest overview can be found in the journal
> - The overview shows quests for solving current event chains
> - By clicking the small info button in the quest overview more quests can be displayed
>   - These quests are for helping people on how to unlock certain stuff or to give a general overview over what events have been seen
> - !!! Some quests might not update correctly or have display issues when using savegames from old versions

Character Overview

> - A character overview can now be found in the journal. (Thanks to @Shojua for suggesting this idea on my [Discord Server](#))

- If you have ideas yourself, leave your suggestion on the discord.
- The Overview shows you a list for all regular in-game characters
- When clicking on a character a detailed overview about that character together with a small image gallery is shown.
- By marking an image as favorite, that image will be shown as thumbnail in the overview

Main Menu

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- Main Menu has been made nicer.
- An animated background has been added

School Map

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- The school map has now changed highlighting
- Locations that have an event are now highlighted with a marker
- Pin-Style markers have been added to better show the location of the different facilities

Journal

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- when queuing a proposal that costs money, that money will be stashed until the vote, preventing spending money that is supposed to be used for the proposal
- added temporary rules to allow the player to raise the games level up to the max of 10

Misc

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- Tons of bugfixes

Note for using existing save games from 0.1.4 and before:

I made sure to keep all the save files created from 0.1.2 and upwards compatible. The old saves should have no problems loading. For the selection of the new proficiencies, you'll get a prompt to select one.

IMPORTANT! It is possible that you get an error while loading an old savegame. In that case, you can just click on ignore a few times until you land on the map or get a selection menu. These errors are due to possible compatibility problems, like changed image paths or small changes in some game objects, but don't worry. The game has self repair mechanisms and once you return to the map all of the problems should be fixed. It is possible no location is clickable on the map. That can be fixed by opening and closing the journal or skipping the time.

A visual glitch is also possible on the map when loading an old save-game or when encountering an event with missing images. The map is still usable though and that glitch is fixed after going through another event.

Almost all of those images are due to using savegames from older versions, BUT they shouldn't compromise the games functionality and are mostly visual bugs that come after loading. After fixing the bugs with the steps mentioned above and saving, those problems will be gone for the new savegame file.