**Version Alpha 0.0.4**

**Patch Notes**

**New Features**

* **Item Recognition by ID:** The item system has been updated to recognize items based on their IDs. This improves the accuracy and consistency in item identification within the game.
* **Inventory System Based on Item ID:** The inventory system has been updated to operate based on item IDs, facilitating better management and organization of items.
* **Inventory Saving System:** A new inventory saving system has been implemented. The player's inventory will now be saved, ensuring that acquired items are maintained between game sessions.
* **Automatic Saving System:** An automatic saving system has been introduced, saving the game progress every 10 seconds, providing greater security and convenience for players.

**Gameplay Enhancements**

* **Added Sound Effects:** New sound effects have been added to enhance the auditory experience for players.
* **Background Music:** Music has been added to the game, creating a more immersive and engaging atmosphere.
* **Main Menu:** A main menu has been added, offering a more organized and accessible interface for players.
* **Tutorial in Main Menu:** A tutorial has been added to the main menu, helping new players understand the basic mechanics of the game.

**Objectives and Missions**

* **First Game Objective:** The first game objective has been integrated into the tutorial, providing a clear and guided introduction for new players.

**Additional Notes**

Players are encouraged to report any issues or suggestions related to the new saving systems, inventory, and additional features to help improve the game continuously.

* Developer Abner Cruz