Patch Notes

Version Alpha 0.0.3

New Features:

* **Grid Persistence for Building System:** The building system has been updated to allow for the persistence of grid states. Players can now save the grid configurations, ensuring that their constructions are maintained between sessions.
* **Base Saving System**: A new base saving system has been implemented, laying the groundwork for future updates. This system can currently save all player and world variables, providing a foundation for more comprehensive saving features in subsequent updates. Please note that the current implementation does not yet include the saving of the player’s inventory.

Changes to Build System:

* **New Script Implementation:** The new script enhances the functionality by incorporating grid persistence. This ensures that buildings and constructions remain intact even after closing and reopening the game.
* **Old Script Overview:** The previous script did not support grid persistence, leading to the loss of constructions upon game restart. The system operated solely on immediate user actions without saving grid states.

Bug Fixes:

* **Grid Update and Validation:** Improved grid validation to prevent placement of buildings in invalid areas and to ensure grid updates reflect the current game state accurately.

Gameplay Enhancements:

* **User Experience:** The new grid system provides a more seamless and consistent building experience, reducing the need to recreate structures after each game session.

Future Updates:

* **Inventory Saving:** While the current base saving system supports player and world variables, future updates will include the saving of the player's inventory to provide a more comprehensive and immersive gameplay experience.

Note: Players are encouraged to report any issues encountered with the new building and saving systems to help improve their functionality further.

- Developer Abner Cruz.