

## **Brunelleschi 3D Client v0.0.2.2**

8/3/2016

- Current Building Data
  - Server now provides data on current building settings to the building owner.
  - Residents tab now shows. Current rent setting.
  - Wages tab now shows current salaries by population type.
  - Output tab lists current output setting
- Minor Bug Fixes

## **Brunelleschi 3D Client v0.0.2.1.38**

7/27/2016

- Wardrobe Staff
  - New Room: Staff added to Wardrobe Feature
  - In Staff Room, players can design/hire npcs for Wardrobe rooms
- Minor Bug Fixes
  - Fixed 'Infinite Reload' bug when player loads map from Wardrobe 2nd time.

## **Brunelleschi 3D Client v0.0.2.1.36**

6/10/2016

- Server Update
  - Client update to mirror minor server changes

## **Brunelleschi 3D Client v0.0.2.1.36**

6/7/2016

- Server Update
  - Client update to mirror minor server changes

## **Brunelleschi 3D Client v0.0.2.1.35**

6/6/2016

- Gear in Main Map
  - Equipped gear once again appears when exploring the main map scene.
- Wear My Gear in Wardrobe
  - In the Wardrobe, players can now choose to see their avatar with gear equipped.
- View Class Models in Wardrobe
  - In the Wardrobe, players can now view the models for each class.

## **Brunelleschi 3D Client v0.0.2.1.34**

6/4/2016

- Database Test Button
  - Button added in main map scene that keeps/shows database record of times it's been hit from any client

## **Brunelleschi 3D Client v0.0.2.1.33**

6/2/2016

- Major Bugfix Wave
  - Actions Tab put away
  - Fixed Gear-UI button sensitivity
  - Resized web view in character sheet
  - Fixed authorization detection on buildings
  - Fixed general store flags
  - Dimmed Granary lights on UI
  - Fixed teleport inside the Lodge
- Minor Features
  - Auto-Walk with 'R' added
  - Camera script improvements

## **Brunelleschi 3D Client v0.0.2.1.32**

6/1/2016

- Quick Bugfix
  - Mouse disappearing issue fixed
  - Building web-sign infinite load issue fixed

## **Brunelleschi 3D Client v0.0.2.1.31**

5/31/2016

- Wardrobe Feature Added
  - 'Play' now leads directly to Player Wardrobe
  - In Wardrobe, players examine avatar, view character sheet and navigate
  - Office added to Wardrobe, through which players can find the web-game

## **Brunelleschi 3D Client v0.0.2.1.30**

5/30/2016

- Server Location
  - Update due to change in server location

## **Brunelleschi 3D Client v0.0.2.1.29**

5/29/2016

- Multiplayer Infrastructure Replacement
  - Atavism removed and replaced as Multiplayer Infrastructure

- Movement, Teleport and Camera scripts replaced/updated

## **Brunelleschi 3D Client v0.0.2.1.27**

12/7/2015

- Field Combat Simulation
  - Ranged, Caster and Melee units added to simulated combat
  - Player can now attack 'enemy' units

## **Brunelleschi 3D Client v0.0.2.1.26**

12/5/2015

- Field Combat Simulation
  - Mustering Field scene added
  - Combat can be simulated with demo troops in Mustering Field
  - Mustering field accessible through Shortcuts Menu

## **Brunelleschi 3D Client v0.0.2.1.25**

12/3/2015

- Building Interiors
  - Buildings up to Lvl 3 all have Interiors

## **Brunelleschi 3D Client v0.0.2.1.24**

12/1/2015

- Under Construction Upgrade
  - Buildings under construction load with a new set of construction models

## **Brunelleschi 3D Client v0.0.2.1.23**

11/29/2015

- Shortcuts Menu
  - New Shortcuts Menu added to main map scene
  - Menu summoned and dismissed with Tab

## **Brunelleschi 3D Client v0.0.2.1.22**

11/26/2015

- Building Interiors
  - All buildings up to Lvl 2 include Interiors

## **Brunelleschi 3D Client v0.0.2.1.21**

11/21/2015

- Basic PvE

- Basic combat representation added

## **Brunelleschi 3D Client v0.0.2.1.20**

11/19/2015

- Building Interiors
  - Building interiors added for Farms, Latifundia. Fishing Piers, Houses and Villas

## **Brunelleschi 3D Client v0.0.2.1.19**

11/10/2015

- NPC Conversations
  - Housing and Employing buildings each now have an NPC representative
  - NPC can converse, tells players the location of the building and identity of NPC.

## **Brunelleschi 3D Client v0.0.2.1.18**

11/2/2015

- Bug-fix Wave
  - A few bugs were fixed and updated

## **Brunelleschi 3D Client v0.0.2.1.17**

11/1/2015

- Basic Gear UI
  - Web-view replaced with basic Gear UI in Character Sheet

## **Brunelleschi 3D Client v0.0.2.1.16**

10/30/2015

- Equipped Weapons and Spells
  - Players who equip a Weapon or Spell can see it represented in the client

## **Brunelleschi 3D Client v0.0.2.1.15**

10/28/2015

- Character Model Repairs
  - Repair on a few of the new character models

## **Brunelleschi 3D Client v0.0.2.1.14**

10/25/2015

- Basic Retainer Representation
  - Retainers (gear) as Animated NPCs per type
  - Retainers will spawn and follow players who have a Retainer equipped.

## **Brunelleschi 3D Client v0.0.2.1.13**

10/1/2015

- Unity Version Update
  - Updated Unity to version 5.2
- Unity Analytics
  - Unity Analytics added to the project

## **Brunelleschi 3D Client v0.0.2.1.12**

10/1/2015

- Unity Version Update
  - Updated Unity to version 5.2
- Unity Analytics
  - Unity Analytics added to the project

## **Brunelleschi 3D Client v0.0.2.1.11**

9/21/2015

- Dialogue System
  - Dialogue system integrated into project
  - Demo NPC Joe appears to converse with

## **Brunelleschi 3D Client v0.0.2.1.10**

9/19/2015

- Unity Version Update
  - Updated the version of Unity the game is built in
- Simulation Data
  - Escape menu now provides information on map simulation
  - Number of NPCs, number of buildings, time in day/night cycle etc.

## **Brunelleschi 3D Client v0.0.2.1.9**

9/13/2015

- Bug-Fix Wave
  - A few bugs were fixed
- Texture Improvements
  - A few textures were improved

## **Brunelleschi 3D Client v0.0.2.1.7**

7/30/2015

- Escape Menu

- A new menu can be summoned with the 'Escape' key
- Specific sub-menus can be summoned with keys 'F1' - 'F7'

## **Brunelleschi 3D Client v0.0.2.1.6**

7/27/2015

- Bug-fix Wave
  - A small number of bugs were fixed in this update

## **Brunelleschi 3D Client v0.0.2.1.5**

7/26/2015

- Graphics Improvement
  - A number of textures and materials have been improved
  - Several buildings models and textures have been updated

## **Brunelleschi 3D Client v0.0.2.1.4**

6/22/2015

- District Maps in Char Sheet
  - Character sheet now includes District Maps tab
  - Tab summons current / last viewed district
  - Specific districts can be examined through the Settlement Map

## **Brunelleschi 3D Client v0.0.2.1.3**

6/17/2015

- Player-Home Representation
  - Players can now visit representations of their actual rented rooms
  - Each residential building represented as a different room
- Employee Settings
  - Players can now check their employee settings at each building.

## **Brunelleschi 3D Client v0.0.2.1.2**

6/12/2015

- Bug-fix Wave
  - A handful of bugs were fixed

## **Brunelleschi 3D Client v0.0.2.1.1**

6/11/2015

- Player-Home Representation
  - Basic player-home representation
  - Player can teleport into a bedroom scene.

- Building Info Improvement
  - Detail menus added to new building UI

## **Brunelleschi 3D Client v0.0.2.0.1**

6/8/2015

- Building Info Improvement
  - Detail menu demos added to building UI

## **Brunelleschi 3D Client v0.0.2.0.0**

6/6/2015

- Building Info UI
  - Scroll-UI now only appears on mouse-highlight
  - Click on buildings to open half-menu info UI
  - Click 'expand' button to open full-menu info UI

## **Brunelleschi 3D Client v0.0.1.10.0**

6/4/2015

- Bug-fix wave
  - A number of known bugs were fixed

## **Brunelleschi 3D Client v0.0.1.9.5**

6/2/2015

- Basic Resident Representation
  - All housing buildings now represent their NPC residents.
  - Type of resident represented with animated NPCs

## **Brunelleschi 3D Client v0.0.1.9.4**

5/30/2015

- Steamworks Integration
  - Test update for Steam.

## **Brunelleschi 3D Client v0.0.1.9.3**

5/30/2015

- Basic NPC Employees
  - All buildings with employees now have basic employee representation
  - Buildings represent percent employed with animated NPCs

## **Brunelleschi 3D Client v0.0.1.9.1**

5/27/2015

- Greenlight Button Removed
  - Brunelleschi approved through Greenlight, so preview was removed



## **Brunelleschi 3D Client v0.0.1.9.0**

5/26/2015

- Bug Fixes
- Terrain Changes

## **Brunelleschi Unity Client v0.0.0.24.1**

3/12/2015

- Fog Thickened
  - Fog and View-distance balanced
- Record Login Data
  - LoginStats.txt records character, settlement, and local time on login
- Visual Water Fix
  - Replaced old Simple Water assets with Blue-Glass texture

## **Brunelleschi Unity Client v0.0.0.24.0**

3/11/2015

- Fog Thickened
  - Fog on player camera brought in and thickened
- Run/Walk added
  - First Person player and Oculus Player toggle run/walk with R
- Building fixes
  - removed terrain asset from Orchards to reduce Inner Courtyard Lag
  - Removed effect washing out Chapel windows

## **Brunelleschi Unity Client v0.0.0.23.23**

3/10/2015

- Main Menu News Panel
  - New panel in Main Menu scene
  - Panel displays BruneGame news from web location

## **Brunelleschi Unity Client v0.0.0.23.2**

3/9/2014

- You Are Here on SettMap
  - Character Sheet Settlement Map displays what district player is in with red arrow

## **Brunelleschi Unity Client v0.0.0.23.1**

3/6/2015

- Add Unity Analytics
  - Unity Analytics now receives data from BruneGame

## **Brunelleschi Unity Client v0.0.0.23.0**

3/5/2015

- Main Menu Visual Upgrade
  - New wood-framed style
  - New buttons
- Login Menu Visual Upgrade
  - New wood-framed style
  - Improved login-instructions
  - Double-Click alert
- Loading Settlement Page Visual Improvements
  - New wood-framed style
  - Loading status visuals for
    - character found
    - settlement found
    - loading next scene
- Sound Menu Fix
  - Repaired sound menu from Unity5 upgrade breakage
- New Back/Options buttons in upper left corner

## **Brunelleschi Unity Client v0.0.0.22.0**

3/3/2015

- Settlement Map Selection and Highlights
  - Settlement Map in Character Sheet now Highlights districts on mouse over
  - Highlighted district may be Selected, Info displayed on scroll.
  - Click after district is selected will take you to it.
- MiniMap Highlights
  - Buildings in Minimap Highlighted and named
- Transportation Assets

## **Brunelleschi Unity Client v0.0.0.21.1**

2/27/2015

- Bulding Selection
  - Buildings can now be click selected and un-selected.
  - Selected Buildings gain special Blue Highlight
  - Transparent Scroll appears to present Selected Building Info

## **Brunelleschi Unity Client v0.0.0.20.11 / v0.0.0.21.0**

2/22/2015

- Desk Interface Pass
  - Seriously improved appearance and interface for District-Desk feature
- Building Models and District Flair
  - Chamapaign Faire gained lvl 2 Main building model and Rank 2 Flair upgrades
  - Inner Walls gained lvl 2 Main building model and Rank 2 Flair upgrades
  - Parade Grounds gained lvl 2 Main building model and Rank 2 Flair upgrades
- Basic Gamepad Support
  - First, Third, and Oc players all have basic movement with gamepad

## **Brunelleschi Unity Client v0.0.0.20.10**

2/17/2015

- Dynamic-Loading Full Map Complete
  - External Roads, and Highways enabled in Full Map
  - Rail Network enabled in Full Map completing the 65 district set.

## **Brunelleschi Unity Client v0.0.0.20.9**

2/16/2015

- Dynamic-Loading Full Map Walls/Towers
  - All Walls and Towers type districts available in Full Map

## **Brunelleschi Unity Client v0.0.0.20.8**

2/15/2014

- Dynamic-Loading Full Map Cont 2
  - normal-sized (not walls/towers/roads/rails) districts through Rank 13 available in Full Map

## **Brunelleschi Unity Client v0.0.0.20.7**

2/14/2015

- Dynamic-Loading Full Map Cont.
  - normal-sized (not walls/towers/roads/rails) districts through Rank 9 available in Full Map
  - Internal Roads available in Full Map

## **Brunelleschi Unity Client v0.0.0.20.6**

2/13/2015

- Star Fortifications District
  - Final Rank 13 District with Command Center and Bastion models

## **Brunelleschi Unity Client v0.0.0.20.5**

2/12/2015

- Unity 5.0.0f1
  - Upgraded project to Unity 5.0 RC1

## **Brunelleschi Unity Client v0.0.0.20.4**

2/11/2015

- Vatican Hill District
  - Fourth Rank 13 District with Flavian Palace and Atrium models

## **Brunelleschi Unity Client v0.0.0.20.3**

2/10/2015

- Piazza della Signoria District
  - Third Rank 13 District with Palazzo Vecchio and Sculpture Gallery models

## **Brunelleschi Unity Client v0.0.0.20.2**

2/9/2015

- Aventine Hill District
  - Second Rank 13 District with Circus Maximus and Baths models

## **Brunelleschi Unity Client v0.0.0.20.1**

2/9/2015

- Palatine Hill District
  - First Rank 13 District with Flavian Palace and Atrium models

## **Brunelleschi Unity Client v0.0.0.19.13**

2/7/2015

- Dynamic-Loading Full Map Start
  - “Full” Map option added back into login path
    - Districts in Full map sense player proximity and load buildings when you arrive
    - Buildings and districts turn themselves off as player moves away
    - Allows moving from district to district naturally without killing RAM
  - normal-sized (not walls/towers/roads/rails) districts through Rank 6 available in Full Map

## **Brunelleschi Unity Client v0.0.0.19.14**

2/1/2015

- Basic LOD
  - Every building gained “LOD”-like script that allows fade-out at distance
  - Every building gained Silhouette asset to fade to before complete culling

## **Brunelleschi Unity Client v0.0.0.19.13**

1/31/2015

- 5 Building Model Improvements
  - 5 of the oldest building models were complete re-done with improved models

## **Brunelleschi Unity Client v0.0.0.19.13**

1/30/2015

- Contact Us Page
  - Contact Us page and access buttons added
  - Contact Us page allows users to enter message and send email to support

## **Brunelleschi Unity Client v0.0.0.19.12**

1/28/2014

- Unity 5 Upgrade
  - Project upgraded into Unity 5.0 Beta 20

## **Brunelleschi Unity Client v0.0.0.19.11**

1/23/2015

- Warehouse District
  - Final Rank 12 District with City Vault and Industrial Warehouse models

## **Brunelleschi Unity Client v0.0.0.19.10**

1/23/2015

- Monument District
  - Fourth Rank 12 District with Triumphal Arch and Cenotaph models

## **Brunelleschi Unity Client v0.0.0.19.9**

1/22/2015

- Grand Promenade District
  - Third Rank 12 District with Boardwalk and Studio models

## **Brunelleschi Unity Client v0.0.0.19.8**

1/21/2015

- Artillery Towers District
  - Second Rank 12 District with Ordnance Storage and Cannon Tower models

## **Brunelleschi Unity Client v0.0.0.19.7**

1/20/2015

- Capitoline Hill
  - First Rank 12 District with Senate and Piazza del Campidoglio models

## **Brunelleschi Unity Client v0.0.0.19.6**

1/14/2015

- Steamworks District
  - Final Rank 11 District with Steam Plant and Machine Shop models

## **Brunelleschi Unity Client v0.0.0.19.5**

1/12/2015

- Rail Network District
  - Fourth Rank 11 District with Central Rail Station and Rail Station model

## **Brunelleschi Unity Client v0.0.0.19.4**

1/7/2014

- Printing District
  - Third Rank 11 District with Publishing House and Printshop models

## **Brunelleschi Unity Client v0.0.0.19.3**

1/5/2015

- Defensive Tunnels District
  - Second Rank 11 District with Armory and Bunker models

## **Brunelleschi Unity Client v0.0.0.19.2**

1/4/2015

- Highways District
  - Default Rank 11 District with Highway Infrastructure and Highway Patrol models

## **Brunelleschi Unity Client v0.0.0.19.1**

12/31/2014

- Test Update

## **Brunelleschi Unity Client v0.0.0.19.0**

12/30/2014

- Basic Gamepad Integration
  - Turn on your Gamepad then open Brunegame
  - You will be able to move the 1st Person player in the district scenes
  - Bumpers strafe side to side. Click R stick button to see test cursor

## **Brunelleschi Unity Client v0.0.0.18.14**

12/28/2014

- Help Menu to Login Page
  - Help Menu now available while in login page. Trigger and close by clicking button.

## **Brunelleschi Unity Client v0.0.0.18.13**

12/27/2014

- Full Screen Bug Fix
  - Fixes bug preventing selection of Windowed Mode

## **Brunelleschi Unity Client v0.0.0.18.12**

12/27/2014

- Relations Tab
  - Relations tab added to Character Sheet, redirects web view to Relationships page

## **Brunelleschi Unity Client v0.0.0.18.11**

12/26/2014

- Character Sheet Updates
  - All web views (except District Actions) now share one web view
  - Tabs now re-direct single web view.
  - Storage tab and view re-direct added

## **Brunelleschi Unity Client v0.0.0.18.10**

12/26/2014

- Shipyard District
  - Final Rank 10 District with Naval HQ and Dry Dock models

## **Brunelleschi Unity Client v0.0.0.18.9**

12/24/2014

- De Beurs District
  - Fourth Rank 10 District with Domus Aurea and Wine Cellar models

## **Brunelleschi Unity Client v0.0.0.18.8**

12/23/2014

- De Beurs District
  - Second Rank 10 District with Central Exchange and Highrise models
- University District
  - Third Rank 10 District with Great Library and University models

## **Brunelleschi Unity Client v0.0.0.18.7**

12/20/2014

- Acropolis District
  - First Rank 10 District with Parthenon and Odeon models

## **Brunelleschi Unity Client v0.0.0.18.6**

12/18/2014

- Suburban District
  - Final Rank 9 District with Housing Development and Subdivision models

## **Brunelleschi Unity Client v0.0.0.18.5**

12/17/2014

- Foreign District
  - Fourth Rank 9 District with Embassy and Emporium models

## **Brunelleschi Unity Client v0.0.0.18.4**

12/16/2014



- Banking District
  - Third Rank 9 District with Central Bank and Merchant Bank models

## **Brunelleschi Unity Client v0.0.0.18.3**

12/15/2014

- Software Update
  - Unity Updated to v4.6.0f3
  - Coherent UI updated to v2.5.0.1
  - Oculus Rift updated to v0.4.4

## **Brunelleschi Unity Client v0.0.0.18.2**

12/9/2014

- External Roads District
  - First Rank 9 District with Maintenance Office and Waystation models
- Outer Walls District
  - Second Rank 9 District with Curtain Wall and Postern Gate models
  - walls re-planned on Settlement map

## **Brunelleschi Unity Client v0.0.0.18.1**

12/6/2014

- Animations Update
  - Animations for 3rd Person Model added for all District actions
  - 3rd Person Model will now act out District Actions post District Action Navigation
  - 3rd Person Model will repeat current-district Action through Character Sheet

## **Brunelleschi Unity Client v0.0.0.18.0**

12/3/2014

- District Action Navigation
  - Navigate through Character Sheet to Districts using District Action page
  - Access to District Action web view through Character Sheet

## **Brunelleschi Unity Client v0.0.0.17.8**

11/28/2014

- Rank 8 Districts
  - Commercial District Added
  - Industrial District Added
  - Leisure District Added
  - Militia Compound Added

## **Brunelleschi Unity Client v0.0.0.17.7**

11/26/2014

- Downtown District
  - Default Rank 8 district, the Downtown added

## **Brunelleschi Unity Client v0.0.0.17.6**

11/25/2014

- District Expansion
  - All modeled districts have 10 invisible bonus lots added
  - Built on bonus lots rendered as buildings
  - Unbuilt bonus lots appear as empty lots

## **Brunelleschi Unity Client v0.0.0.17.5**

11/22/2014

- Third Person Mode
  - Wizard added as Third Person Model
  - Basic walk animation added
  - Switch between 1st and 3rd with F5
  - Character Sheet and Settlement Menu available for Third Person

## **Brunelleschi Unity Client v0.0.0.17.4**

11/17/2014

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## **Brunelleschi Unity Client v0.0.0.17.3**

11/17/2014

- Rank 7 Districts
  - added Catacombs District with Cubicula (Inner Sanctum) and Charnal House

- added Sewer District with Sewage Pipes and Cesspit
- added Ranged Tower District with Defensive Tower and Ballista Tower

## **Brunelleschi Unity Client v0.0.0.17.2**

11/15/2014

- Boulevard District
  - added second Rank 7 district
  - added Department Store and Boutique

## **Brunelleschi Unity Client v0.0.0.17.1**

11/14/2014

- Mid-Town District
  - added first Rank 7 district
  - added Town Hall and Civil Administration added

## **Brunelleschi Unity Client v0.0.0.17.0**

11/13/2014

- Oculus General Update
  - added Rank 5 and 6 districts to Oculus path
  - added day/night cycle to Oculus path
  - Oculus path now auto-updating
- Oculus Character Sheet
  - Oculus character gets character ID
  - added Character Sheet to Oculus character model
  - updated Character Sheet buttons to respond to Oculus model
- Oculus Click Integration
  - all Oculus select functions accept clicks now,
  - countdowns still active in some menus

## **Brunelleschi Unity Client v0.0.0.16.19**

11/11/2014

- Compass Improvements
  - Compass Rose directions added
  - North and Compass spin to north added
- Minimap Improvements
  - Mouse Scroll now zooms minimap in and out
- Map Detail
  - Map in Character Sheet now displays name of hovered-over district

## **Brunelleschi Unity Client v0.0.0.16.18**

11/11/2014

- Merchant Quarter District
  - Final Rank 6 district added
  - Counting House and Exotic Imports added

## **Brunelleschi Unity Client v0.0.0.16.17**

11/10/2014

- Entertainment District
  - 4th Rank 6 district added
  - Siege HQ and Siege Workshop added

## **Brunelleschi Unity Client v0.0.0.16.16**

11/9/2014

- Park District
  - 3rd Rank 6 district added
  - Naturalist Center and Ranger Station added

## **Brunelleschi Unity Client v0.0.0.16.15**

11/8/2014

- Entertainment District
  - 2nd Rank 6 district added
  - Opera House and Race Track added

## **Brunelleschi Unity Client v0.0.0.16.14**

11/7/2014

- Service Sector District
  - Default Rank 6 district added
  - Firehouse and Hospital added

## **Brunelleschi Unity Client v0.0.0.16.13**

11/6/2014

- Parade Grounds District
  - Fifth and Final Rank 5 district added
  - Minstrel Stage and Stocks & Pillory added

## **Brunelleschi Unity Client v0.0.0.16.12**

11/5/2014

- Linked Building Model Upgrades
  - All Linked buildings starting with A gained Lvl 3 models

- Halloween Theme Removed

## **Brunelleschi Unity Client v0.0.0.16.11**

10/4/2014

- Inner Walls District
  - Fourth Rank 5 district added
  - Keep and Moat added

## **Brunelleschi Unity Client v0.0.0.16.10**

11/3/2014

- Poor Quarter District
  - Third Rank 5 district added
  - Slums and Co-Op added

## **Brunelleschi Unity Client v0.0.0.16.9**

11/2/2014

- Character Sheet Improvements
  - individual-sheet reload buttons added
  - Character Sheet does not try to load all info at once anymore
  - should improve character sheet info load issues

## **Brunelleschi Unity Client v0.0.0.16.8**

11/1/2014

- Champaign Faire District
  - second Rank 5 District added
  - Grand Pavilion and Trading Tent added
  - Internal Road exclusive building Rest Stop added

## **Brunelleschi Unity Client v0.0.0.16.7**

10/31/2014

- Internal Roads Distrtict
  - first Rank 5 District added.
  - All internal districts already rendered included in Internal Roads structure
  - Road Infrastructure and central building added

## **Brunelleschi Unity Client v0.0.0.16.6**

10/31/2014

- Halloween Update
  - all main buildings have been given a Jack O Lantern theme

## **Brunelleschi Unity Client v0.0.0.16.5**

10/29/2014

- Navigation Via Character Sheet Map
  - clicking on visual of district in in Map will now take player either
  - Teleport to district if player is rendering Full Settlement or
  - Load new district scene if player is in an Individual District scene

## **Brunelleschi Unity Client v0.0.0.16.4**

10/29/2014

- Linked Building Model Upgrades
  - Lvl 2 models of all remaining Linked buildings

## **Brunelleschi Unity Client v0.0.0.16.3**

10/29/2014

- Character Sheet Map
  - Tab and Empty Map added to Character Sheet
  - District layers added
  - Function: If Rendered Settlement has a Renderable District, it will be visually represented on the Character Sheet map.

## **Brunelleschi Unity Client v0.0.0.16.2**

10/28/2014

- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with T

## **Brunelleschi Unity Client v0.0.0.16.1**

10/28/2014

- Web Sign Bug Fix

## **Brunelleschi Unity Client v0.0.0.16.0**

10/27/2014

- District and Main Building Upgrades
  - Lvl 2 models and Lvl 2 District Flair added to all Rank 4 Districts
- Character Sheet Improvements
  - class and secondary class gear sheets added with sub tabs
  - Actions Web View sheet and tab added
  - Reload Scene tab/button added
- Construction In District

- construction animation now appears to represent any building under construction in the rendered district.

## **Brunelleschi Unity Client v0.0.0.15.16**

10/27/2014

- District and Main Building Upgrades
  - Lvl 2 models and Lvl 2 District Flair added to all Rank 3 Districts
- Adjusted Sun Cycle

## **Brunelleschi Unity Client v0.0.0.15.15**

10/27/2014

- District and Main Building Upgrades
  - Lvl 2 models and Lvl 2 District Flair added to all Rank 2 Districts

## **Brunelleschi Unity Client v0.0.0.15.15**

10/26/2014

- District and Main Building Upgrades
  - Lvl 2 models and Lvl 2 District Flair added to all Rank 2 Districts

## **Brunelleschi Unity Client v0.0.0.15.14**

10/26/2014

- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with S

## **Brunelleschi Unity Client v0.0.0.15.13**

10/25/2014

- District and Main Building Upgrades
  - Lvl 2 models and Lvl 2 District Flair added to all Rank 1 Districts

## **Brunelleschi Unity Client v0.0.0.15.12**

10/25/2014

- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with O through R

## **Brunelleschi Unity Client v0.0.0.15.11**

10/24/2014

- Animated Skybox
  - Integrated new animated Day/Night skybox into District and Full Settlement Scenes
- District Particle Effects

- Motes added to Forest Outpost District
- Bridges
  - Bridges in Forest Outpost and Fields Districts replaced with new models.
- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with ...

## **Brunelleschi Unity Client v0.0.0.15.10**

10/23/2014

- District Particle Effects
  - Motes added to Fields District
  - Fog added to Port, Military Port, and Fishing Outpost Districts.
- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with C through F

## **Brunelleschi Unity Client v0.0.0.15.9**

10/22/2014

- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with C through F

## **Brunelleschi Unity Client v0.0.0.15.8**

10/21/2014

- Linked Building Model Upgrades
  - Lvl 2 models of all Linked buildings starting with B

## **Brunelleschi Unity Client v0.0.0.15.7**

10/20/2014

- Linked Building Model Upgrades
  - Improved Rank 1 Bakery Roof
  - Lvl 2 models of all Linked buildings starting with A

## **Brunelleschi Unity Client v0.0.0.15.6**

10/19/2014

- Manage Sheet
  - Manage tab added to Character Sheet
  - Manage Sheet is a web view always available to the character.

## **Brunelleschi Unity Client v0.0.0.15.5**

10/19/2014



- Minimap MiniUpdate
  - Minor visual improvements to Minimap area of Character display
  - Smoothed ring around minimap
  - added font to BuildingText label
  - BuildingText label turns itself off with the character sheet at beginning of play scenes

## **Brunelleschi Unity Client v0.0.0.15.4**

10/18/2014

- Updater Test 2
  - Only for 64 bit, a version update to test the new updater fix.

## **Brunelleschi Unity Client v0.0.0.15.3**

10/18/2014

- Updater Test 1
  - Only for 64 bit, a version update to test the new updater fix.

## **Brunelleschi Unity Client v0.0.0.15.2**

10/18/2014

- Character Sheet : Attributes Sheet
  - Character Sheet now has Attributes Tab
  - Tab opens Attributes Sheet displaying character's attributes
- Updater Update
  - Launchie will now close BruneGame between updates

## **Brunelleschi Unity Client v0.0.0.15.1**

10/15/2014

- Character Sheet : General Gear Sheet
  - Character and Gear tabs added to Character Sheet
  - General Gear Sheet added to Character Sheet
  - General Gear Sheet displays Melee Weapon, Ranged Weapon, Armor, Buff Spell, Ranged Spell and Blessing if any are worn by the character.
  - "C" will always open to Character Sheet

## **Brunelleschi Unity Client v0.0.0.15**

Introduce Auto-Updater and printed version on client

10/14/2014

- Crafty Patching System
  - Introduced Crafty patching system into Brunelleschi client
  - Staged from 0.0.0.14.1 to 0.0.0.15

- Every update hence will automatically be downloaded from the server

## **Brunelleschi Unity Client v0.0.0.14**

Basic Character Sheet

Sheet1

10/12/2014

- Basic Character Sheet
  - Logged in Character will fill 3D Character sheet with profile information
  - Sheet includes name, title, rank, exp, imp, portrait, favorites, your liege, 3 pledges and 3 bonds
  - Character Sheet can be activated and deactivated with "C"

## **Brunelleschi Unity Client v0.0.0.13**

10/5/2014

- Desk Maps
  - Added a Coherent UI web view to district desk views
  - Desk web view directs to district information
  - Owner of district can manage from the desk view
  - Visitors can view district public information
- Oculus Click Integration
  - Web Views now respond to Oculus pointer/click function (mode 3)
  - Begin integrating Oculus click function
  - Added large web views to Main Buildings for Oculus navigation

## **Brunelleschi Unity Client v0.0.0.12**

10/3/2014

- In-Map Web View Function
  - Player Character can now click web views
- Building Web Signs
  - Designed Web Sign with Coherent UI web View
  - Web sign knows what building it is and directs web view
  - Web Sign added to every building
- In-Map Building Management
  - Web Signs allow management of buildings to logged in owners
  - Allow non-owners to view public building information

## **Brunelleschi Unity Client v0.0.0.11**

9/4/2014

- Individual Building Info

- Added small Info Sign to each building model
    - Sign presents Building level, name and owner
    - Buildings Identify by Lot Number in Highlight Info (blue bar)
    - Lot 0 is always the Main building, lot 1 is the first in your building list and so on
  - Building Management Enabled
    - Button added to Info Signs
    - SeeDistrictView scene added
    - Button takes player to a web view scene inside the building's district.
    - If the player has permission, they can select and manage buildings in this district or play the game through the web view
    - Reload Full Settlement and Reload as Single Districts buttons added to SeeDistrictView
  - Oculus Client
    - Info Sign and Lot numbering also available in Oculus Demo
  - Oculus Client Bugfix
    - Doors should no longer glitch and turn of countdown label halfway through
  - Known Bugs
    - Unavailable districts currently still available in Settlement Menu
- 

## **Brunelleschi Unity Client v0.0.0.10**

8/28/2014

### Oculus Path Integration

- Oculus assets moved into main project
- 4 Mode character movement and selection finished and added
  - 1. mouse\_walk - body bound to head. look and QE turn both
  - 2. look\_walk - mouse turns head, QE turns body, Tab re-aligns
  - 3. freeze\_point - pointer appears controlled by mouse, body bound to head
  - 4. look\_point - combination of freeze\_point and look\_walk
- Oculus Main Menu added
- Oculus Web Viewing Rooms (3) added
- Oculus Model Settlement available
  - text-entry settlement selection scene added
- Oculus Model Individual Districts (all 20) available
  - text-entry settlement selection scene added
- 3D Settlement Menu navigation
- Look to highlight/select from raycasts to collider triggers

### Universal UI Upgrades

- Framed District Map in most main buildings

- Look(Oculus) or Mouse-Over(both) to highlight and see name on all buildings
- Background Music (written for Brune!) added
- Sound Options menu structure
  - mute/unmute
  - volume 1-10
- Sound menu triggers with Options button and “O”

#### PC Path Character Controller Upgrade

- E-Q turning

#### Settlement Modeling

- Building Terrains have been enabled in the model settlement script

#### Bug Fixing

- Adjusted ‘through the wall’ benches in Port Authority Office
  - Hitting ‘H’ while logging in should no longer pull up the Help menu
  - H for Help and M for Map works throughout PC Path Game Scenes
  - H for Help and M for Map disabled in non Game Scenes
- 

## **Brunelleschi Unity Client v0.0.0.9**

8/20/2014

#### Individual District Representation

- Added 20 new individual district scenes
- Now able to load into first individual district (Fields) from Model Settlement Login
  - New Buttons in Model Settlement Login
- Settlement Map menu in individual districts takes you to new district scenes
- Settlement Map menu in full model settlement includes option to switch to individual district loading

#### Bug Fixing

- Turned next to river in Fields the correct direction
- Turned Lot 1 in Residential District correct direction
- Turned Lot 15 in Plaza District correct direction
- CapsLock now toggles between (no-mouse + mouse-follow) and (mouse + no-mouse-follow)

## **Brunelleschi Unity Oculus Inner Courtyard Demo**

- Oculus test scenes

- Look at buildings to highlight and see name
  - Look at door for 5 seconds to highlight go through
- 

## **Brunelleschi Unity Client v0.0.0.8**

8/9/2014

### Settlement Map

- Unavailable Districts in the Settlement Model are now unavailable for Teleportation
- Fixed “flicker” problem with M for Settlement Map
- Returned Mouse-over district highlights
- Mouse-over district texts now visible in Settlement Map

### UI Improvements

- Radial loading image for Settlement Model
  - Splash loading screen for Singleplayer
  - Desk Menu collapses to view Brune.com
  - CapsLock now toggles both cursor visibility and camera-to-mouse binding
- 

## **Brunelleschi Unity Client v0.0.0.7**

8/2/2014

### Settlement Map

- Quick access to Settlement Map with S in both maps

### Map Desks

- Map Desks unified into 2 shared desk models
- Maps are now all Render Textures

### Terrain

- Normalmap bumping added to terrain textures
  - Grass added to maps
- 

## **Brunelleschi Unity Client v0.0.0.6**

7/28/2014

### Web Views

- Changed web views from Awesomium to Coherent UI
- Web views now work for x86\_64
- Inserted Coherent UI web views into the settlement maps
  - Web views accessible from Desk menus

### Bug Fixes in Model Settlement

- Settlement Map teleports
- Desk accessibility from inside Main Buildings
- Auction House door to inside