

# Release notice

## Version 1.0

### **New Features:**

There is a new kind of enemies: Quick enemy.

It is possible to die

There is a high score list

The time is shown while playing

There are more kinds of obstacles

- Spikes obstacle
- Pit obstacle

There are different kinds of power-ups

- Speed power-up
- Immortality power-up

Music in the menu and game

Sound effects when bouncing

Better graphics

Improved map

One can play multiple times without exiting the app

A loading screen is shown while the game is loading

The ball can jump

The ball can kill enemies if it lands on them

### **Corrected Bugs:**

Collision detection between circles now works properly.

Pressing the home button now pauses the game.

The back button takes the user back to the menu. If pressed in the menu, the game application closes.

Neither the player nor enemies can now get stuck in corners.

Frames with a tpf over 1 second will now be ignored to avoid lagging through objects/walls.