Heavy Danger Version Notes

-Beta-

V1

* All characters dying goes to the game over screen, which isn’t complete yet, so you will have to restart the game
* There is no ending to the game, it just sort of stops
* Performance issues may be present on below average computers. I will continue to optimize further
* Graphics are not complete at all, waiting for artwork to be completed
* Sound effects may not be present for certain events
* Goes up to wave 20, there will be 25 waves in the full game, a typical playthrough is targeted to be a little over an hour
* There is a story and there are cutscenes in the full game, they are not present in the Beta

V1.1

* Circle around selected player changed to bright green, to make it more obvious
* Continue game button fixed to only continue if a game is started
* Empty clip sound effect added when you can’t afford an item, but try to buy it anyway
* Save data improvements
* Fixed a bug where dead characters would come back to life after exiting the shop menu
* Roll over click sound effect added when rolling over the controls button
* Start-up menu revamped
* Dying puts you in a rough version of the game over screen, functional but not tested yet

V1.2

* Specific sound effect added for reloading Happy’s lmg
* More Tweaks to main menu
* “More Games” placeholder button added
* “Credits” button added
* Tutorial hints added for switching weapons, controlling the tank, and buying upgrades
* HUD character box elements tweaked
* Ammo text and health text now turns red when low
* Final background image added for main gameplay
* Volume has been reduced for sniper shots, pistol shots, and shotgun shots
* Rocket HUD Box made more apparent

V1.3

* Background to upgrade, loading, and game over screen turned to dark brown
* Controls screen background made more transparent
* Points earned from a kill stay yellow, points earned by computer controlled teammates are white. This makes it easier to tell when you’ve killed someone vs. when your teammates do
* Significant performance optimization across the board
* Game Over Screen made to look pretty
* Exciting music loop made smoother
* Quitting the game glitch fixed
* Game Over menu is fully functional
* Music stopping glitches fixed
* Sound now fades out when dying and quitting
* Refilling health is now price specific, with 1 health point equaling one point
* Rocket Launcher now clicks when out of ammo
* Credits screen is functional

-Full-

V1.1