**Release notes:**

**Game**: A Sword in the Woods

**Creator**: Erin Bowser

**Version**: 1.2

**Date**: 1/20/23

**New features**

* ﻿New decorations added to the forest zones.
* Added locks to certain doors to make sure the player collects items.

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**Fixes**

* ﻿Changed the transitions to be two way allowing the player to go back to previous zones.

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**Improvements** *(of existing features)*

* ﻿Added more in depth text to collectable items and interactable objects around the world.

**Known Bugs**

* Door locks occasionally glitch and allow the player through if spammed.