

# Version 1 Release Notes

- The login menu connects to the master server using temporary Unity authentication. This feature enables players to save scores and join the master server with a chosen name.
- Upon connecting to the master server, players can create or join game rooms in the lobby.
- Each game room is limited to a maximum of four players.
- Players are spawned in the boardroom at different locations to prevent overlapping or spawning on top of each other.
- Players have name tags above their characters, featuring a billboard effect that always faces the cameras of other players.
- In all rounds, chairs are assigned random categories. In the first round Players must interact with a chair to assign its category, which then displays on the chair and the player's avatar for others to see.
- The top-right corner of the screen shows the names of players who have joined the room and also displays the ready status of each player.
- All players must press the 'Ready' button on the table. The game starts after a 5-second countdown once all players are ready.
- After all players are ready, the Pregroup UI appears, allowing players to select the amount they wish to contribute using up and down buttons. Players then confirm their contribution by pressing the 'Lock' button on the right-hand side of the UI.
- The bottom-right corner of the screen shows how many players have submitted their pregroup answers.
- The Projector screen displays questions according to the round, and after all submissions, it shows the total contributions at the top.
- After submitting pregroup, players can go to their personal office by interacting with the door. Here, they can check for side quests in the current round via an email icon. If no side quest is available, the icon is not interactable. If enabled, players can click on the side quest icon to submit their answers.

- The Project Icon opens the group questions. Players select the 'Invest in Project' button to submit their contributions.
- The bottom-right corner displays the number of players who have submitted their group answers.
- Once all players have submitted, the game shows the contribution amount from each industry and the total contribution.
- Players can submit their answers using the 'Submit' button.
- The HUD displays the total combined money, sustainability, and the current round.
- Use the "E" key to interact with buttons, chairs, and other interactable objects.
- Press "Q" to stand up from a chair.
- Press 'Y' to open the text chat window for in-game text chat.
- Use WASD keys for player movement.
- Interactable objects within the player range are highlighted.
- All data is saved on Unity Cloud Save services, ensuring progress retention.
- Chairs and doors are networked, allowing other players to see their interactions.
- Player movements are fully networked and synchronized across all clients.
- Scores are synced across the network to maintain consistency for all players.
- voice chat - a speaker icon is displayed when a player is speaking, and a microphone icon appears when the mic is recording.

Notes -

- To join the next round, reload the page. The game will load all scores and perform necessary calculations based on the previous round.

- After playing all rounds, go to the lobby and click on 'Delete Account' to erase all data and player ID. Then return to the main menu to join again. and start from Round 2030

#### Known Issue and Future Resolution:

- Score Miscalculation on Rejoining: T rejoining the game can lead to score miscalculations and doesn't have the right game state This will be addressed in the next release with an improved rejoining architecture.
- Camera Focus in Office: Sometimes, the camera does not correctly focus on the UI when in the office.
- Pressing 'Y' while in the chat window inadvertently closes it.

#### Single Player Debug Mode:

- Activation: Press the tilde (~) key to open the debug menu.  
Functionality: sets the game to a single-player mode. Use this option when you wish to play the game solo.
- Debug for Score Display:  
Activation: Press 'V' at the end of the discussion state.  
Functionality: opens the debug for score display on the projector screen, allowing for troubleshooting and testing of score calculations and display.