



Release Notes - Version 3.0

Release Date: March 27, 2024

Features

- **Pre-Group Selling Option:** Players can now vote to sell or keep the building in Round 2050. A unanimous vote is required within 3 minutes, otherwise, the default action will be "Don't Sell".
- **3-Player Support:** The game now supports matches with 3 players.
- **Lobby Updates:** Includes server stats, the ability to select between 3 or 4 player matches, and a redesigned lobby UI.
- **Friend Functionality:** Non-group members cannot join a created room. Players will automatically join a room if a teammate has already created it.
- **Narration:** Voice-over narration plays with specific game states and round progression.
- **Win Condition:** Upon joining the room after completing Round 2050, players will see their Career and Life Management results, along with text related to their sustainability performance.
- **Chance Events:** Plays the appropriate decade-specific video after the player enters the elevator

- Rejoin Architecture: If a player disconnects, they can rejoin the game in their previous state with the correct values intact.
- Character Selection: Players can choose character models before joining the Main office.
- Tutorial: Users can now work through a tutorial covering navigation, industry selection, and project choices with VO.
- Loading Screens: Loading screens and animations added to improve transition flow.
- Industry Project UI: Redesigned desktop UI for project interaction.
- UI SFX: Implemented sound effects to provide auditory feedback for UI interactions.
- Industry Assignment Visibility: Players can now see their assigned industry at all times.
- Networked Door Animation: Fixed animation glitches with doors in multiplayer environments.
- Loading Indicator: Added a loading indicator animation for Calculation delay.
- Text Formatting: Resolved text formatting issues on the main screen and tablet displays for improved readability.
- Reticle Animation: Added animation to the reticle to indicate when it's hovering over an interactable object.
- Added Stars: Implemented stars on project selection screens in personal offices and on boardroom tablets to indicate project cost.
- Join/Disconnect Notifications: Added UI notifications to inform players when someone joins, leaves, and to indicate changes in the number of players in a room.
- Conference Table: Adjusted the boardroom table model to enhance text readability.
- Elevator: Added 4 elevators to trigger Chance Event videos for players.

Known Issues

- In 2050 Phase 1, selecting the sell option may cause issues with Phase 3 funds and sustainability calculations if project selections are changed at the tablets. This issue will be fixed in version 4.
- If a user disconnects from the instance, they will not be able to rejoin until their player pawn despawns from the instance. This issue will be fixed in version 4.
- When a user spawns in the elevator in any decade, the trigger for video auto-play can be deactivated if the user moves to the corners of the elevator. This issue will be fixed in version 4.
- In the Results round (final results win conditions) there is a delay while calculating the player results. On screen, lorem ipsum text and default Funds/Sustainability numbers display. This default display during delay will be replaced with a loading screen in version 4.
- The screen will flash whenever the player sits or stands up from a chair.
- The desktop screen may be slightly off centered whenever the player sits on the office chair after sitting in the boardroom chair.

Notes

- Developer Mode: Press the tilde key (~) at the start of the game and select a number with the mouse cursor to play with fewer than 3 players. Note: All players in the instance must do this.
- There is a bug preventing rooms from being destroyed immediately after all players leave at the end of a round. This can cause issues when rejoining. We recommend waiting approximately 1 minute before attempting to rejoin the room for the next round. This issue will be addressed in the upcoming Version 4 build.
- For debugging purposes only, pressing button P while in the elevator will disable the elevator doors and pause any currently playing videos.
- Sustainability Scores are currently visible on the tablet for debugging purposes only. This feature will be removed in the V4 build.
- A movement controls screen will be added to the elevators in version 4, along with the requested teleport navigation option.

