

Release Notes - Version 2.0

Release Date: February 9, 2024

New Features/functionality:

- Implemented Lock and Unlock states for the "Ready" button, "Pregroup Answer" and "Change Answers" during the discussion state.
- The debug menu now includes a set of buttons for selecting the desired number of players
- Introduced a first pass of the tutorial complete with Voice Over (VO) and an optimised User Flow to improve new player onboarding.
- Synced "Ready Status" on player nameplates for better visibility..
- integrated new animations for chairs and doors.
- Added Main Menu and Settings UI, including a Sound toggle, Volume slider, Mouse sensitivity slider, and Microphone On/Off switch.
- Introduced a new "Ready" UI on the tablet, "Pregroup" UI, and Industry Investment tablet.
- The PreGroup Projector screen now displays real-time money value changes, total value, and selects the project image matching the value.
- HUD now displays ready status according to the category's lock and unlock state.
- Implemented delay animations after locking (to be replaced in the next release).
- Updated the Text Chat UI and Nameplate to display category icons and ready status.
- Modified interaction input to include left mouse click and changed text chat toggling to Tab key. Additionally, closing text chat in the scene now can be done with a left mouse click.
- Enhanced movement and interaction controls, including standing up from chairs with any movement button (W, A, S, D, and arrows) and opening the Settings Menu with the "M" button.
- Integrated new office Environment

Bug Fixes:

- Addressed a bug in the text chat system that incorrectly processed player controller inputs while typing.
- Resolved a cloud save issue to prevent the use of multithreading during data loading.
- Fixed incorrect category values being passed in the Vote Change UI and issues with backing and sustainability scores from Side Quest when changing answers in the boardroom.
- Corrected a synchronisation issue where lock/unlock states did not send the correct player scores to the cloud and in-network.
- Fixed UI alignment issues in the office environment.

Work In-Progress:

- Developing a Rejoin Architecture to allow players to re-enter games seamlessly.
- Finalising the Win State to
- Implementing object swapping per round to refresh the gameplay environment.
- Enhancing the tutorial for a more comprehensive learning experience.

Known Issues:

- Spamming the "Change Answer" button in discussion state may cause the existing image to remain visible in the scene.
- Text chat experiences overflow issues, failing to adjust according to the text length.