

Release Notes - Version 4.0 Development Build

Release Date: June 3, 2024

New Features/functionality:

- Implemented a teleport function for users. This function can be used after the elevator segment by pressing “T” on the keyboard. This function is linked to round Phase and will move the player to the appropriate location as indicated by the round Phase.
- Look sensitivity was reduced to 50% default.
- Industry information cards can now be accessed in the main game by pressing the “I” key on the keyboard.
- When the round finishes, the room will now automatically close after a 10 second countdown, displayed in a context popup.
- When users join a game, they will rejoin automatically once reaching the lobby after Phase 1 if disconnected in Round 1. A context popup in the lobby will indicate rejoining.
- When users enter the lobby for Round 2 and 3, if a teammate has already created a room for that session, the user will automatically join the room upon entering the lobby. A context popup in the lobby will indicate rejoining.
- Added a Results Round after Round 3 (2050). Users can create a room after Round 3 and see their team results and individual results on the projector screen in the boardroom.
- Added meeting logs to UI in upper left screen. Room name is displayed and room action (player joining, player leaving, game starting) messages will display in the log list.
- The funds displayed on the lower HUD UI will now turn red when funds are negative.
- Users entering a round for the first time will be frozen until the decade video finishes playing.
- Tutorial is now mandatory before players can begin the game. Upon completion of the Tutorial, the Begin Game button will be displayed on the intro screen. This is only required once.
- Room names are now randomly generated from strings related to Planets, Rivers, Geography and other relevant categories.
- If a 3 player game has been started and gameplay has progressed to Round 1, a 4 player game can no longer be created by users on that team. This is to prevent data desync.
- Chat now has a rainbow ping notification animation and a scrollbar to view previously sent messages.
- Overall framerate and performance improvements.
- Added delay to calculations and user project selections to prevent data desyncs.
- Added a “Back” button to the lobby user flow.

- Context messages on object interactions now have an updated look to improve readability.
- Added background music and a mute background music toggle to intro screens/lobby.
- Intro screen and gameplay text will now reflect the new game title: EcoQuorum.
- Adjusted the player camera height to be higher.
- Added explanation context popups for Menu, Industry Information and Teleport to Tutorial.
- Player pawns now have idle animations.
- Updated narration and closed captions to reflect requested script changes.
- Changed webpage canvas colour.
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Bug Fixes:

- Fixed an issue where elevators would sometimes not play videos.
- Fixed an issue where elevator doors would sometimes not open, preventing gameplay.
- Fixed an issue where players could spawn in the same elevator.
- Fixed an issue with contributions in Phase 1 desyncing on player disconnect.
- Fixed an issue with scores desyncing after player disconnect in Phase 3 after Sell.
- Fixed an issue with pawn destruction that was preventing users from rejoining after a disconnect. Player pawns will now destroy immediately after a player disconnects.
- Fixed an issue where player camera vertical rotation would sometimes not lock while sitting in chairs.
- Fixed an issue where player ready checks were desynced.
- Removed player ready checks from nameplates to improve optimization.
- Fixed an issue where \$100 Agriculture Project would sometimes spawn on the projector after a player rejoined in Phase 3.
- Fixed an issue with camera flashing when players entered or exited chairs in the boardroom or office.
- Fixed an issue with camera rotations being tilted when sitting in the office chairs.
- Fixed an issue where players would occasionally spawn in at floating height.
- Fixed chat messages overlapping.
- Fixed an issue where players disconnecting during category assignment would not be able to progress to Phase 1.
- Fixed a player desync issue that caused overlapping welcome and Round 1 text on rejoin.
- Fixed an issue that caused player Round desyncs in Round 2 to Round 3 when the user disconnected and rejoined.
- Fixed an issue that caused score desyncs after choosing the Don't Sell option in Phase 3, 2050.
- Fixed an issue with cursor control being removed after disconnection due to inactivity.
- Fixed an issue with player camera locking after entry/exit from boardroom chairs.
- Text typo fixes and updates.

- Missing interaction sounds for tablet interactions in Tutorial were added.
- Removed camera movement when in Menu.
- Replaced server stats rolling animation with a small loading sprite animation.
- Fixed issues with metrics calculations in 3-player gameplay after disconnecting.
- Fixed an issue with elevator narration audio from other players overlapping with user's elevator audio.
- Fixed an issue where multiple users were able to assign to the same category before game start.
- Fixed an issue where users without a category assignment could sit on a chair that had been assigned to another player.
- Fixed multiplayer networking issues where players would sometimes not be assigned a player ID on game start.
- Fixed player nameplates so they always face the user camera.
- Adjusted UI to remove white spaces left over from thumbnails.
- Subtitle UI will now scale with screen.
- Fixed movement so strafing speed is consistent with forward/backward walking speed.
- When rooms are full and gameplay has entered Phase 1, those rooms will now be removed from the lobby list to prevent clutter.
- Fixed an issue with Phase 1 project highlights on main projector screen. The highlight will now appear correctly on the project with the closest dollar value.
- Fixed an issue with video resolution for elevator videos.
- Addressed disconnection due to inactivity, but disconnection due to inactivity will depend on the browser used. In tests, Mozilla Firefox was least likely to remove due to inactivity or tab switching.

Known Issues:

- As this is a development build being sent to team Conestoga for further testing the following inclusions are still present in the build:
 - FPS counters are visible on the lower left corner of the screen. They may overlap with the chat button when not in full-screen mode.
 - The debug menu to override player numbers is still accessible using the “~” key.
 - The “P” key may be used to skip the elevator sequence though *using this skip function may create unexpected issues with round narration and spawn points on rejoin.*
 - Logs are being generated in the browser and are accessible using F12. If an unexpected error occurs, please export the logs. Framerates may drop due to logs being enabled.
 - The generated Player ID is included in the start screen and can be copy-pasted to an external program like Teams or Notepad if required for data logging/clearing.

- The “Debug: Delete Account” button is still present in the lobby and can be used to clear data for fresh testing. To clear player data, press the “Debug: Delete Account” button, and refresh the browser.
- Photon Pun 2 requires at least one player in a room to keep it alive, if all players leave, the room is destroyed, and synced data is lost, users need to provide their player ID to the admin for data deletion from the UGS cloud save
- Game syncs values within the room. If a player leaves mid-action (e.g., answering a question), data may not be synced, actions may not register if a player leaves immediately, depending on latency.