Release Update Document

# Overview

This document discusses the changes and additions made to Staged! between the beta presentation and the final release.

This period was primarily spent building the remaining content, adding the game’s story, implementing success and failure states, and completing the battle mini-games.

# Tasks Completed

During the beta period, the following functionalities were addressed and completed:

* Sewers art completed and integrated
* Basement art completed and integrated
* Poison Slime completed and integrated
* Spider completed and integrated
* Cinder Spider completed and integrated
* Mystery box modeled completed
  + Modeling completed
  + Rigging completed
  + Animation completed
  + Collisions completed
* Dialogue art completed
* Conversation system completed
* All dialogue completed
* Conversation system implemented
* Boss completed and integrated
* Counter mini-game completed
* Roulette mini-game completed
* Generation improvements completed
* Mini-game difficulty scaling implemented
* Arena-end scoring implemented
* Keyboard art completed
* Keyboard controls fully implemented
* Mini-games tweaked and balanced
* End game (Victory) implemented
* End game (Failure) implemented
* Ranged attack effects implemented
* Damage numbers implemented
* Final balancing completed
* Release testing completed
* Final packaging and report completed

# Tasks Not Completed

In this phase, we were able to complete all remaining tasks planned in our initial design document. There were no tasks left incomplete upon release.