## CubeIt\_Alpha\_v0.1.0

Základní verze Alpha

## CubeIt\_Alpha\_v0.1.1

* Activity\_Character:
  + moved services definitions to Data.kt
* Data.kt:
  + moved services definitions to Data.kt
  + fixed loading player’s item in shop + equipped in LoadPlayer method
* activity\_shop.xml:
  + text background added
  + changed placements in layout
* Activity\_Shop.kt:
  + added animation on item info
* added animation:
  + animation\_shop\_text\_down
  + animation\_shop\_text\_up
* Activity\_LoginUser.kt:
  + renamed to Activity\_Login.kt
  + removed transition
  + tempPlayer s parametrem shopOffer = arrayOfNulls(8) vytvářel chybu, opraveno
* ActivityRegisterUser.kt:
  + přesměrování do Activity\_Login.kt po úspěšné registraci
  + renamed to Activity\_Register.kt
  + changed tempPlayer variable to generate an shop offer
  + removed transition
  + tempPlayer s parametrem shopOffer = arrayOfNulls(8) vytvářel chybu, opraveno
* Activity\_Character.kt:
  + added animation on item info
* activity\_character.xml:
  + textView background added
  + equip + runes parentnes changed
* Třída Player:
  + Přidán atribut music
* Activity\_Settings.kt:
  + zfunkčnění switche notifications a music
* Activity\_Home.kt:
  + back press bug fixed (back button přesměroval do přihlášení)

## CubeIt\_Alpha\_v0.1.2

* Activity\_Character.kt:
  + drag n drops fixed
  + inventory GUI generating fixed
  + implemented drag n drop on inventory
* Activity\_Shop.kt:
  + inventory GUI generating fixed
* activity\_shop.xml:
  + textView showing money visibility temporarily changed
  + popup smaller
* Data.kt:
  + Player.syncStats() changes in inventory fixed
  + Player.loadPlayer() fixed loading of backpackrunes
* Popup\_dialog.xml:
  + Smaller popup

## CubeIt\_Alpha\_v0.1.3

* Fragment\_Adventure\_SideQuests.kt:
  + renamed to Fragment\_SideQuests.kt
  + changed generation of quests
  + added attribute *surface which is visible* in the list
* Data.kt:
  + Added new attribute *surface* in *Quest* class definition
* row\_sidequests.xml:
  + added progress bar
  + added surface textView
  + changed info placements
* Activity\_Character.kt:
  + fixed drag n drop into Player.backpackrunes from inventory
* popup\_dialog.xml:
  + changed ImageView to background
  + size of the window and responsivity