# Changelog

5/2/2017 (13:46) – v22

-ADDED fire pits

-sprite Fire\_pits

-object FirePits

-ADDED fire pipe

-sprite FirePipe

-object FirePipe

-CHANGED room layout of some of the wrath rooms slightly

5/2/2017 (06:27) - v21

- ADDED Music

- Envy Main Music

- Envy Boss Music

- Lust Boss Music

- CHANGED Music Options config to include new files

- Notes: I'm tired as fuck. It's 6:30 in the morning and I gotta wake up at 10 AM.

5/2/2017 (03:24) - v20

- ADDED Lust minion AI

- Honestly re used most of the Envy assets with lower health

- ADDED the most makeshift game end screen to meet deadline.

5/1/2017 (22:48) - v19

- ADDED Greed backgrounds

- ADDED Gold decor

- controls random switching of Greed backgrounds

- REMOVED Visible sword hitbox

5/1/2017 (19:50) - v18

- ADDED Lust boss fight framework

- Will add lust minion AI when I get home

- Will add end screen when I get home

- Notes: Might be time to decorate our current enviros and last minute test the shit out of everything.

5/1/2017 (04:40) - v17

- ADDED Envy animations

- Attack

- Run

- Block

- ADDED Temporary doors in tutorial start that can be configured to any of the boss save rooms

- CHANGED Sloth HP value

- CHANGED Envy HP Value

5/1/2017 (03:02) - v16

- ADDED walk animation for Sloth

- ADDED attack animation for Sloth

- ADDED custom hitbox for sloth

- CHANGED Falling death trigger

- NOW KILLS EVEN WITH GOD MODE ON

- FIXED Audio for sword swing

5/1/2017 (00:23) - v15

-ADDED animations for Wrath Minions

-ADDED animations for Wrath Boss

-ADDED animations for Wrath minions being damaged

-CHANGED sizing of wrath enemies (mostly for wrath)

4/30/2017 (22:36) - v14

- ADDED Pride walking Anim and Kneeling Anim

- ADDED Ledge hitbox for Pride levels

- the other one wouldn't work, just the way the collisions are set up

- CHANGED Position of ledge hitbox in Envy boss room to prevent "dash dance"

4/29/2017 (23:19) - v13

- ADDED Screen shake functionality to the rest of the rooms

- CHANGED Pride kneeling sprite

- ADDED Pause and Ladder tutorial text

- NOTE - 2319! WE HAVE A 2319!!!.... I'm an idiot and going insane

4/29/2017 (17:57) - v12

- ADDED Screen shake

- ONLY WORKS IN: room\_level01\_main

- CHANGED Timing of raining gold

- Rate has increased from gold every 3 seconds to gold every 1.5 seconds

4/28/2017 (15:21) - v11

- ADDED Raining Gold Event (Greed Fight)

- This will likely be changed to throwing when we get proper throwing animations

- ADDED Gold Bar sprite and object

- CHANGED Trigger for greed fight.

- NOTES:

- Timing of gold raining will probably be more rapid

- Needs a lot of testing.

4/28/2017 (14:22) - v10

- CHANGED Ledge hitbox sprite

- Made 1 px wide O.o

- CHANGED hitbox detection on Gluttony to precise while walking

- ADDED Text trigger sprite

- Changed text triggers to this to preserve funcionality

4/28/2017 (14:08) - v9

- ADDED Greed Minion Sprite

- All greed minions have been replaced with proper sprite.

- CHANGED Greed Minion Movespeed

4/28/2017 (13:37) - v8f

- ADDED Rope sprite

- ADDED Rope object

- Located in Objects>Environment

- Functionally the same as ladder.

4/27/2017 (18:48) v8d

- FIXED Gluttony sprite issues

- ADDED Controller support for death menu

4/27/2017 (17:25) v8b

- ADDED Decoration Sprite and Object groups

- ADDED Hand decoration for hell walls.

- CHANGED Red hell background

- Scaled up

4/27/2017 (15:57) v8a

- ADDED Level intro text for all existing levels (except Lust/level 07)

- To clarify this is the text that appears when you enter the main room and it says "Level 01" or "Level ##"

- ADDED Music for Wrath level

- CHANGED Music volume config to be handled by an easier switch/case method. (Now nearly identical to how SFX is handled).

- Wrath music files have been added to the config to be controlled by options

- REMOVED Excessive files

4/25/2017 (22:11) – v6 UPDATE #3/V7

-ADDED Level music to play throughout each of wraths levels except the save room and boss room

- Wrath\_level is the name under sounds/music

-ADDED Wrath boss fight song that Dylan made for the actual Boss fight

- Wrath\_boss\_fight is the name under sounds/music

-CHANGED functionality for doors and shrines to where they can actually work now

-CHANGED what happens after the player hits enter after they die and the death screen comes up. The “Helpful tips” screens will come up now and will work without interference of the load death script as it did before in previous versions. (YYYEEEEESSS I FINNLLY DID ITT!!!)

- The code for the enter button in the cont\_death is changed so when you hit it, instead of it loading the load death script, it shows the helpful tip then goes to load script as said before

4/25/2017 (14:39) – v6 UPDATE

-ADDED Wraths official minions

-ADDED Wraths official Boss

-ADDED Wraths boss object

-obj\_Wrath

-Base code similar to that of sloths at the moment but will be further worked on and dynamically improved over time

-CHANGED room flow further for fitment of wraths official Minions

- Moved some tiles around for fitment

- Moved latter object to a better suited position in Wrath sub\_room02 (the left most play area)

4/23/2017 (22:01) - v6 (Prolaby shoulda been 5b... oh well)

- CHANGED Room flow in Wrath levels

- Unique format (main>03>02>01>main)

- CHANGED Wrath levels to feature ceilings and walls throughout

- CHANGED Key position in Wrath levels

- REMOVED Unnecessary shrines in Wrath rooms

- CHANGED Door in Wrath boss room to correct door type

- Current boss index is obj\_Wrath, will be adjusted if necessary later on

4/22/2017 (19:42) - v5

- ADDED Ceilings and walls to rooms that did not have them

- Prevents player from exiting playable area

- Affected levels

- Sloth

- Envy (left ceiling above room in sub-level)

- Wrath (Main only, haven't checked others)

- All boss rooms where the player falls in at the start

- ADDED Deathfall triggers to all Pride levels and Greed sub01

- CHANGED Door in Wrath start level to correct door

- CHANGED "par\_enemy\_hitbox" objects in Wrath start level to "legde\_hitbox" objects

- Unsure if that was intentional or not, but can easily be changed back if so

4/21/2017 (12:12) - v4

- FIXED Glitch where grenade shrapnel would fall through walls

- CHANGED HP and "Sight" values for Pride minions

- Made them harder to fight than previously

- ADDED An "Outside room" function for all enemy parents

- Will destroy instances if they leave the room (knocked off into pits)

- Intended to increase performance

4/21/2017 (00:08) - Beta v3a

- FIXED Repo formatting

4/20/2017 (1:00 - 23:00) - Beta v2 and Beta v3

- CHANGED combat

- No longer press and hold to kill, instead it is tap to attack

- Trigger temporarily set to visible for bug testing.

- FIXED Pride door

- (It was the wrong type of door. Switched it to the right one)

- FIXED Pause crash bug prior to start screen (Ra's bugfix)

- Moved object\_pause (aka pause init file) to room\_pressStart

4/19/2017 (10:55) - Beta v1

- ADDED Confirmation to create new save file if an existing save exists

- FIXED Transition into greed's level with the moveLock and textbox glitch

- FIXED Game crash on player entering pride's boss fight.

- CHANGED Audio array for SFX Volume control.

- Grunting sounds for player are now controlled by SFX volume settings

- Misc.

- Beginning of the BETA development phase.

- yay

4/18/2017 (17:05) - v30

- FIXED Door transition for pride levels

- FIXED Footsteps playing when running then crouching.

- CHANGED Ladder animation for climbing down

4/18/2017 (16:30) - v29e

- FIXED Pride room to make it playable

- ADDED Key to Envy room

4/18/2017 (16:17) - v28c - v29d

- ADDED Lust boss level placeholder

- ADDED Grunt sounds for player damage

- Sounds created by Ott

- ADDED Lust and Pride triggers to display "Boss Defeated" when they are killed respectively

- REMOVED Debug door I placed to quickly skip to level 03 and beyond

- CHANGED God mode can now be activated by holding backspace and block at the same time, then releasing

- FIXED Settings save bug

- FIXED Kill trigger at the bottom of Greed level.

- FIXED Invincibility Graphic Not working

4/18/2017 (05:14) - v28b

- ADDED Greed Placeholder

- ADDED Envy Placeholder

- ADDED Ra's Build

- Wrath rooms

- Wrath minions

- FIXED doors

- Specifically from Envy -> Pride; Pride -> Wrath; Wrath - > Lust

- FIXED Sloth placeholder getting stuck in ground

- CHANGED Music during intro

- CHANGED Music during bossfights to placeholders

- CHANGED Background for Envy

- Misc

- (Ott) Added Grunt sound files

4/18/2017 (02:49)

- UPDATED Pride

- UPDATED Pride rooms

4/17/2017 (23:15) - v23

- UPDATED Intro sequence

- Now with pictures :P

4/17/2017 (22:09) - v21

- UPDATED Pride minion sprites

- CHANGED Pride minion collision to work properly with new sprites

4/17/2017 (19:27) - v20c

- FIXED Player within a player

- FIXED Goldenize now works properly.

4/17/2017 (15:52) - v20b

- CHANGED Pride's mechanics

- Now has "seeing eye", similar to his minions

- ADDED "A" button support on Main Audio Settings menu

- FIXED Player being able to get out of "Gold Lock" by attacking, blocking, or throwing grenade

4/17/2017 (13:00) - v20a

- ADDED Intro text.

- Timed

- Pressing Enter, Esc, "A button" or "Start" will skip the intro!

- No pictures yet because I have to go into photoshop and separate all those storyboard drawings

- Took some creative liberties with intro text

- Some of the grammar was technically incorrect

- Some of the sentences were redundant

- Some words were overused. I either replaced or cut entire sentences primarily for this reason.

- I skipped the "buying me a drink" frame. It had no place in the intro... in fact it's placing was really awkward

- I rearranged the: "I don't know where you are, but I'm going to find you" to instead be the LAST slide/frame.

- ADDED new text trigger for intro text.

- FIXED Health/damage problem again.

4/16/2017 (20:08)

- ADDED Greed minion placeholder

- No actual art... just a white box

- However, it functions

- ADDED Envy minions

- Fully functional except no art for shadow greed minions

- ADDED Sprite for player to turn to gold

- CHANGED Player step event to include conditionals for becoming golden

- FIXED Doors on Level 04 (Envy)

- FIXED Enemy Damage values being absolutely fucking borked

- Starting to think that the damage counts for two frames

- In any case enemy parents 1-3 and greed enemy damage values have been edited!

4/16/2017 (16:23)

- ADDED Fake tileset (Player can walk through this tileset, but is aesthetically identical to normal one)

- ADDED Persistent Water to Level 04 (Envy)

- CHANGED Envy level layout

- FIXED Level 02 (Gluttony) door returning to save room

- FIXED Door glitch on Level 03 (Greed)

4/15/2017 (17:48)

- ADDED Level 07 room bases

- New Backgrounds

- New Indoor tileset

- New Doors

- ADDED Fall death trigger

- CHANGED Level 03 and Level 04 door paths

- CHANGED Pressing R also gives the player a key now for debug purposes

- REMOVED Unused Assets

- REMOVED (Temporarily) Loading Screen Init

4/15/2017 (00:55)

- REMOVED Audio Groups

- ADDED Audio Options

- Main Menu

- Pause Menu

- Settings are saved to new save file.

(AudioSettings.sav)

- CHANGED Text positioning on main menu

- CHANGED Audio is not muted on pause

- CHANGED Footsteps audio was bugged... I don't know why.

4/13/2017 (13:45)

- ADDED Audio groups for testing

- aud\_group\_SFX for Effects

- aud\_group\_music for Music

4/12/2017 (15:52)

- ADDED Pride minions, Boss, sound effects, and placeholder sprites for each

- ADDED Ledge hitboxes to Pride's rooms

- ADDED Key and Vessel to Pride's levels

4/11/2017 (06:38)

- CHANGED Gluttony SFX when hit standing up

- CHANGED Greed level layout slightly

- ADDED SFX for the following

- Attacking Gluttony

- Attacking Gluttony Minions

- Attacking Sloth Minions

- Blocking Attacks

- ADDED God Mode

- For Controllers only (Morrison Purposes)

- Hold the Select/Back button and Block at the same time

- Release

- Listen for slight audio cue

- God mode will be enabled

- ADDED Music for Sloth Level

- REMOVED Obsolete/Unused Audio files

4/8/2017 (11:57)

- ADDED global.moveLock variable so that other objects could handle if the player wasn't allowed to move. This is for textboxes, cutscenes or the like.

- ADDED Textboxes of varying sorts

- Tutorial Textboxes (Currently the same from normal ones. Possibly to change into something visually different to distinguish from actual dialogue)

- Normal Textboxes

- These textboxes lock the player in place until he/she presses 'Enter' or presses 'A'.

- No-Lock Textboxes

- These textboxes will not lock thep player in one spot when they appear

- These textboxes run on a timer of 5 seconds. I'm going to change this when I get home from my appointment to be configurable.

- To use any of the textboxes:

1. simply place a trigger object for the type of textbox you want.

2. In the creation code of that trigger define the following: creationText = "[Insert string here]"

3. Test it.

4/7/2017 (14:13)

- CHANGED Certain level layouts that were bugged (tilesets MUST work with the grid collisions, fixed a few scenarios where they weren't aligned)

- FIXED Specific doors not working with controllers

4/5/2017 (01:40)

- CHANGED Weapon attack sound

- CHANGED Title Screen Art

- CHANGED Save System

- Added save variable for if player has access to wall jump

- CHANGED Credits screen

- CHANGED Gluttony boss fight start

- Gluttony waits until player lands in pit, then he starts going after player

- ADDED Wall Jumping

- ADDED Debug Mode

- Press R to HEAL and enable Wall Jumping

- ADDED new animations for the following

- Climbing

- Blocking

- Wall Jumping

- Wall Leaning

- ADDED new footsteps SFX

- FIXED Gluttony reset (again)

- FIXED Minions breaking after they attacked the player

- FIXED Volume of attacking being way too loud

3/28/2017 (01:49):

- FIXED gluttony bug in which he would hover into the air after being hit

- FIXED audio balance issues. (Workaround at the moment)

- CHANGED Tileset textures

3/22/2017 (23:39):

- CHANGED several event handlers from "released" to "pressed", vice versa, and other things of the sort

- ADDED Controller support (should work with any gamepad)

3/19/2017 (02:13):

- CHANGED Healing funciton from a "direct" key check to a "pressed" key check

- ADDED Grenade system

- ADDED Vessel Pick ups

3/18/2017 (03:29):

- CHANGED Gluttony minions from placeholders to proper

- ADDED MANUAL SAVE system

- Please, for the love of christ. DO NOT TOUCH ANY OF THE SAVE SCRIPTS or SHRINES. This was a bitch to get working.

- ADDED Pause menu system

- ADDED credits

- ADDED New sounds and music

- ADDED New font for levels and saving

- FIXED Music trigger bugs

- FIXED Save system bugginess

3/16/2017 (22:26):

- CHANGED combat system damage handlers for enemies.

- I've forgotten all of the details. If you've got questions, ask me and I'll answer. I didn't use a tutorial for this re-write, I started doing my own thing. :P

- CHANGED door entering system. Now player must press up to interact with door

- ADDED Gluttony Save room

- ADDED Gluttony boss fight room

- ADDED Key Object and functionality

- ADDED Blocking function (S key)

- ADDED additional enemy placeholder type

- FIXED small tileset issue at the beginning of tutorial and main room

- UPDATED HUD to now include key indicator

2/27/2017 (19:04):

- CHANGED jump to space bar

- This is so that up can function as going up a ladder

- Implemented ladder system

- Up arrow climbs

- Down arrow traverses downwards

- Implemented door/room-to-room play

- Walking into a door way takes you into the room linked to it

- This will be expanded on by FFP with transitions and text saying where you are

- Created parent objects for the following:

- Ladder

- tilesets (64x64)

- Sleep deprivation increases.

2/25/2017 (03:23):

- Uploaded updated techDemo.gmx project

- Created various placeholder assets

- Minion

- Shrine

- Used / Edited various placeholder assets from Ra's POK

- Protagonist

- Changed max jumps to 2 for balance. (May be changed back)

- Disabled pause input for protagonist (Temporary when Ra compiles his menus in)

- Changed collision 'if' statements to look for "obj\_tileset01" instead of "object\_platform" from POK.

- Changed depth to 1. (The larger the value, the more it goes deeper in to the background.)

- Door

- Changed depth to 2.

- Background

- Created candidate assets

- tileset01mk3

- Depth set at 0

- Has an autotile script that picks which tiles in the tileset to place depening on what tiles are next to it.

- Essentially, all you have to worry about is where the blocks are placed. The tileset will pick which type to use.

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2/24/2017 (07:18):

- Uploaded scr\_auto\_tile [CHA]

- Completely forgot to add the corresponding script for auto tile to work. Quickly fixed, sorry if anyone saw that and was awake.

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2/24/2017 (06:00):

- Uploaded spr\_tileset01 [CHA]

- Uploaded corresponding images as well

- 47 different images. AUTOTILE set up already if script does not conflict with anyone elses

- Uploaded obj\_tileset01 [CHA]

- Uploaded room\_testOnly

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2/23/2017 (23:30):

- Created folders for compiling sample document [CHA]

- Will work on this later and finish it tomorrow morning

- Created changelog, wee~ [CHA]