

# Version 0.8 release notes

**Date:** 2012-10-15

## Whats new

Added decorator pattern for decorating Notifications based on a given alarm.  
Added sound, vibration and games to alarm notification.

## Changes in this release

Fixes the bug that caused alarms to misfire/not fire at all.  
No real noticeable UI changes but quite a few bugs fixed.  
Handling of notifications are completely rewritten

## Known bugs and limitations

- If you add and then remove a value in CalculusGame the TextWatcher will try to parse an empty string to integer.
- A concurrent issue in the WhacAMoleGame can sometimes occur when the gamethread tries to read the list including what buttons are left while also trying to change the list's value.