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| **Release Name** | **New incremental features of this release** |
| **1.0.0** | **Loading maps** |
| **1.1.0** | **Player movement** |
| **1.2.0** | **Enemies** |
| **1.3.0** | **Combat** |
| **1.3.1** | **Weapons** |
| **1.3.2** | **Bullets** |
| **1.3.3** | **Hit detection** |
| **1.4.0** | **AI** |
| **1.4.1** | **Enemy movement** |
| **1.4.2** | **Enemy-player detection** |
| **1.4.3** | **Dodging projectiles** |
| **1.5.0** | **Armour** |
| **1.5.1** | **Damage reduction** |
| **1.5.2** | **Changing player sprite** |
| **1.6.0** | **Interactable map objects (chests, item shop, loot)** |
| **1.6.1** | **Picking up loot(i.e. weapons)** |
| **1.6.2** | **Interacting with objects(doors)** |
| **1.6.3** | **Shop and chests** |
| **1.7.0** | **Inventory** |
| **1.8.0** | **Throwables/consumable items** |
| **1.9.0** | **Switching weapons** |
| **1.10.0** | **Special abilities** |
| **1.11.0** | **User interface** |
| **1.11.1** | **Weapons and ammo count** |
| **1.11.2** | **Health/Armour** |
| **1.11.3** | **Minimap** |
| **1.11.4** | **Currency** |
| **1.12.0** | **Dialogue** |
| **1.13.0** | **Boss battles** |
| **1.14.0** | **New playable characters (classes)** |