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| **Release Name** | **New incremental features of 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 |
| Addition | Player HP bar |

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| 1.4 | AI |
| 1.4.1 | Enemy Movement |
| 1.4.2 | Enemy-player detection |
| 1.4.3 (Omitted) | Dodging projectiles |
| Addition | Enemies change color based on HP |
| 1.5.0 | Armor |
| 1.5.1 | Damage Reduction |
| Addition | Multiplayer |
| Addition | Swapping weapons (JSON) |